

H I N T B O O K

# GABRIEL KNIGHT

SINS OF THE FATHERS™



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FATHERS



HINTBOOK

# GABRIEL KNIGHT SINS OF THE FATHERS HINTBOOK

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## SOME CHARACTERS YOU'LL MEET

Gabriel Knight is a writer of horror novels and antique bookshop owner who is researching a series of voodoo murders in modern-day New Orleans for his new book. He is a ladies' man, and has a definite opinion about everything. He is also well-read, intellectual, and insightful. He has a dry wit and a reckless disregard of danger.

While you are playing the game as Gabriel, you should remember that he is not the classic hero — that is to say, he doesn't feel compelled to do the right thing. As a young man, Gabriel got away with murder by taking advantage of his good looks, and as an adult he carries on the tradition. He has a sort of opinion that the means justify the ends - that is to say getting what he wants! Before you look in the hints section for the solution to a problem, think about what a rogue might do in the situation. Chances are that's the course Gabriel chooses.



Grace Nakimura is a beautiful 26-year old who has a Masters degree in History and Classics and studies Tai Chi. Growing up in a success-obsessed Japanese-American household, Grace has been rather sheltered and wants to "experience life." Nevertheless, she finds it difficult to just relax and have fun, and she takes herself a little TOO seriously.

Grace is Gabriel's right hand at the bookstore. Be sure to ask Grace questions. She has information about a wide variety of subjects, and is always happy to lord her superior expertise over Gabriel. It's a sacred mission for her to puncture Gabriel's ego. Unfortunately, she hasn't managed it yet.



Detective Mosely is a homicide detective with the New Orleans Police Department. Gabriel has managed to convince Mosely that he is writing a book which will feature the detective. Mosely is therefore more than happy to answer questions about his investigation into the voodoo murders.

Mosely and Gabriel have been friends since childhood, so don't be afraid to ask him the hard questions. Their friendship is based on bantering and practical joking, so you can even try to insult him! Remember that detectives have certain privileges that average citizens do not have. Think about how Gabriel can take advantage of that fact.



Malia Gedde is a very beautiful, intelligent, and sophisticated woman of the sort that Gabriel has never before encountered (up til now there've been women with pink frosted lipstick, and Grace). She makes his knees weak and the rest of him pretty darn fiesty. She MIGHT know something about the murders, but Gabriel bets she knows even more about other things. Something a little like lightning strikes Gabriel when he sees her, and the two of them are drawn irresistibly together, though neither can figure out why.



Gran is one of Gabriel's favorite people on earth, and she's the **ONLY** person on earth who believes that Gabriel's ego is only a facade to cover an overly-sensitive soul. Is she right? Stranger things have happened, though not many. Perhaps time will tell. For now, Gran is an excellent source of family history, and a safe respite from the whims of a world gone mad.



Doctor John is an expert on Voodoo and the owner of the Voodoo Museum. He is a huge man, with powerful large hands. Doctor John is happy to discuss the history of Voodoo, and even modern Voodoo with Gabriel. He seems so gentle and polite for a man the size of a Giant Sequoia. And yet, once in a while, Gabriel gets a glimpse of something else...



Sergeant Frick has had better weeks. The muggy weather makes him feel all sticky and everyone is going crazy over the Voodoo Murders in town. It makes for a bad day behind the front desk at the New Orleans Police Department. Perhaps that's why he's so cranky towards this young hoodlum who keeps showing up at his desk asking for Detective Mosely. He's seen the type, oh yes, and it will be a pretty cold day in hell before a slick customer like that gets something past old Frick!



Magenta Moonbeam is a modern-day Voodooienne. She tells fortunes, prepares potions, and dispenses physic advice to her loyal clientele. She even has a snake, in the tradition of Marie Laveau, which she handles with fearless grace. She seems to know all there is to know about the kind of Voodoo that's practiced in New Orleans. If she occasionally averts her eyes when answering a question, well, perhaps there are some things even a Seer would rather not see.



Madame Cazamou is French Creole—a proud heritage that she takes very seriously. She has a comfortable home, an excellent companion in her little dog, and her religious icons to keep her safe. Why, then, do her eyes dart nervously and her tiny hands grasp at each other so desperately? What is it that she fears and how mad has it driven her?



Professor Hartridge does not suffer fools gladly. That makes life tedious since, in his opinion, most people are fools. He grew up in Africa, and its study is the one joy in his life. He is not likely to expend his breath, however, discussing it with someone of Gabriel's ilk. Still, if the man's interest can be stirred, he might have some genuine jewels of wisdom to dispense. He is, after all, a dedicated teacher.



Crash is a young man who hasn't had much of a life. He got in with the wrong crowd, you might say, and it's the kind of crowd one never gets out of...alive. While the work has paid his bills, it's also stolen his soul. He's one step from being a corpse and he knows it, he's just not sure where he took that wrong step and he'd do **ANYTHING** to take it back.



Wolfgang Ritter is the last of the Schattenjäger—a man dedicated to the role his family has held for centuries. He is a fierce man with a direction in life, and he's been frustrated at nearly every step in completing it. Now that he's found Gabriel, it has renewed his hope that the Shadow Hunters will not die. He can teach Gabriel a lot—if he lives long enough, that is.



# HOW THIS BOOK WORKS

The whole point of playing "Sins of the Fathers" is to discover its puzzles and the solutions to them. However, some puzzles may be so well hidden that you don't even know where to begin. Or this may be your first experience with an adventure game. If you feel that you're really stuck, look through and find the question that best describes your problem.

Think of this book as your complete reference to "Sins of the Fathers." The hint answers are arranged to progress from a slight hint to an out and out solution to each puzzle. In fact, an answer with a star (\*) beside it will be very specific, often giving you the exact actions you need to solve the puzzle. We recommend you read only the hints you need and avoid reading the last answer of each question unless you're completely stumped. In fact, if you read every answer (one after another) in this book, you'll complete the game very quickly, but you'll miss the challenge and excitement of this game. You get the point, right? Please use this book with discretion.

# NOTE TO BEGINNING ADVENTURERS

If you've never played a Sierra 3-D Animated Adventure Game, here are some tips to help get you started:

- 1) Remember to save your game frequently, especially whenever you're about to try something that could be risky. If you mess up, you can restore to your previous position and try something different. Your game manual has more details on saving and restoring games.
- 2) Pay attention. Look at everything and talk to everyone. Pick up anything that's not nailed down. You never know where you might pick up a valuable object or clue.
- 3) Try anything. Anything you try might be the solution to a game situation, though some solutions have better results than others. Just remember to save first.

## If You Have Finished "Sins of the Fathers"

The last section of this hint book entitled *After You've Completed the Game* contains a points list, a list of things you may not have tried in the game, and some other interesting detailed information. If you've played through and want to see how to improve your score or see what you might have missed, take a look. Thank you for playing "Sins of the Fathers." We hope you have as much fun playing it as we had creating it.



# GAME HINTS

## GENERAL QUESTIONS

Before reading the hints here, please take a look at your Gabriel Knight game documentation.

If you're a beginning adventurer, the first few puzzles, walk-thru and strategy tips section in your Gabriel Knight Technical Manual will help get you rolling. Below are some general questions and answers.

**Gabriel moves too fast! Gabriel moves too slow!**

On the far right side of the Icon Bar you'll find a slider icon. Click on it to bring up the control panel. You'll see a slider for adjusting the animation speed. If your game still runs too slowly, adjust the animation detail slider down until you find a speed and detail level you can live with.

**How do I look at things, talk to people, etc.?**

Check out the Icon Bar at the top of the screen (place the mouse cursor at the very top of the screen to see the Icon Bar). These icons

represent all possible game activities. See your technical manual for a detailed description of the Gabriel Knight interface.

**I don't understand how time works in this game. How long is a day?**

The days in this game will vary in duration. Some will be very short, others could take you a very long time to complete. This depends on both your skill as a player and on the number of events and problems that have to be solved before each day will end, and each day is different, some are simple, some are complex.

These days aren't running on a clock. A day will end only when the events and problems for that day have been played out.

**How many days are there?**

There are ten days in the game. The story takes place on the days of June 18 through June 27, 1993.

**How will I know when a day should end?**

A day will end automatically only when you've done everything that you have to do on that day. If a day hasn't ended, you know there's still something you have to do or see. If you're really stuck, refer to the end of each day section for a list of things you must do.

**How do I travel in this game?**

Use the map. When you leave a room, the French Quarter map or the Greater New Orleans map will appear. Select the location you'd like to go. This includes icons to go back and forth between the two maps.

# D A Y ONE

"I dreamt of blood upon the shore, of eyes  
that spoke of sin. The lake was smooth and  
deep and black as was her scented skin."

## T H E G A M E M A P

I've looked around the map, but I don't know where to go. Where is the action in this game?

- Did you ask Grace?
- When you asked Grace for your messages, she told you about a couple of places. Go there.
- \* Go to Grandmother Knight's house. When you leave the bookstore, a map of the French Quarter will appear. Switch to the New Orleans Map by clicking on either of the two New Orleans icons (they're located at the left and right edges of the map). Now Select Grandma's house. Its icon looks like an antique photo. Next, you'll want to go to the Police Station. When you leave Grandmother Knight's house, you will enter the New Orleans Map. Switch to the French Quarter Map by selecting its icon (it looks like a wrought iron Lamp post). From the French Quarter Map, select the police station icon (it has the letters PD on it). Later, you'll want to check out Jackson Square. It's also on the French Quarter Map, near the police station. As your investigation unfolds, more places will appear on your map.

## S T . G E O R G E ' S B O O K S H O P

Gosh, I can sure ask Grace a lot of questions. Is there any one thing most important to ask?

- Yes, Grace is a wealth of knowledge. She will help you with all your research.
- Did you know that Grace is not only a Masters in history, but also answers the book shop telephone?
- \* Right now, make sure to ask her for ALL your messages.

Hey! I thought I owned a book store. Why does this guy keep trying to buy my father's painting?

- You never know when a few extra bucks will come in handy.
- Some day, you just might be desperate enough, Gabriel, to sell your father's painting.
- \* You're going to see the florist on other days. Some day you will need to sell that painting.





The day has just begun and I don't know what to do. Can you give me some clues to get started?

- Gabriel likes to start the day with a little conversation.
- This dusty old book shop has lots of things to look at and explore.
- \* Ask Grace for your messages. Read the paper on the table, then pick up the magnifying glass and pair of tweezers. Read the book by Heinz Rüter (on the shelf beside the ladder) and the book on snakes (on the other side of the ladder). Also, open (Open cursor) the cash register and take the gift certificate. That should get you started.

I got a cup of coffee, but is there anything else useful on this table?

- Gabriel likes to stay informed about current events.
- Gabriel is investigating voodoo crimes. He could probably use the tools that will help him investigate crime scenes.
- \* Yes. Look closely at the table. Take the magnifying glass and pair of tweezers. Also, read the newspaper.

It's later in the day, and I'm at St. George's Book Shop. What should I do?

- Have you talked to Grace lately?
- Did you ask Grace for research?
- \* Ask Grace to do some research on Malin Gedde. You won't be able to do this until you've been to the crime scene.



I tried to use the phone, but Gabriel keeps getting wrong numbers!

- Whose number are you dialing?
- Are you sure you need to make a call today?
- \* Who are you trying to call? You won't know who until you do some more investigating. Don't worry about using the phone today. On other days, you'll get some great leads requiring you to use the phone.

I found some hair gel and a flashlight. When can I use them?

- Gabriel doesn't use that greasy kid stuff. Better save it.
- It's daylight. Are you sure you need the flashlight?
- \* Gabriel, you're the investigator. You'll know when it's right to use these things. You won't need to use them today.



I'm chatting with Grandma Knight. What should I be sure to ask her?

- What do Grandmas generally like to talk about?
- Did you ask her about the past?
- \* Ask her about Family, Hamson Knight, Philip Knight, and Margaret Templeton Knight.

I'm tired of talking with Grandma Knight. Is there anything else to do in this house?

- The house will be yours one day. You have a right to look around.
- Do you see any doorways you might go through?
- \* Go upstairs and explore her attic.

Okay, I'm in Grandma's attic. What am I looking for?

- Did you see anything on the arm of that old chair?
- How about that clock? It's unusual, isn't it?
- \* Take the sketch book from the arm of the chair and read (Read cursor) it in inventory. Also, open up the drawer on the clock and remove its contents.

Wait a minute! How do I open the drawer to this clock?

- Are you using the correct cursor?
- This is your grandfather's clock. Wait a minute! Didn't you have one of your grandfather's books in the book shop?
- \* After you've read Heinz Ritter's book in the book shop, one phrase should stick out in your mind: drei drachen. If you look this phrase up in the German dictionary (you'll have to look several times) in the book shop, you'll discover it means three dragons. This is your clue to set the clock at 3:00 and move the dragon head to the top.

First, operate the clock. Move the hands to 3:00. Move the outer circle until the dragon is at the top of the clock. Operate the windup key. This will open the bottom drawer of the clock. Take the photo and letter.

Hey! I read the letter I found in the clock. Who's this Heinz Ritter?

- Perhaps there's someone you could ask about Heinz Ritter.
- That's a very good question. Do you suppose Grandma Knight will know something more? Why not ask her?
- \* After finding the letter and photo, ask Grandma Knight about Heinz Ritter. You'll learn something very interesting.

**I found a sketch pad and opened the clock in Grandma Knight's attic. Have I missed anything?**

- You've missed nothing in the attic.
- There's still something else to do in the house.
- \* Be sure to read the letter you found inside the clock, then go downstairs and ask Grandma Knight about Heinz Ritter.

**Okay. I asked Grandma about Heinz Ritter. Should I ask her anything else or should I leave?**

- Be a good boy and give Grandma Knight a great big hug.
- Perhaps you should visit one of your friends. When you asked Grace for your messages, who else did she mention?
- \* You're off to a good start. Now would be a good time to try to visit your friend Detective Mosely at the Police Station.

## P O L I C E   S T A T I O N

**I'm in the Police Station for the first time, now what?**

- Is there someone there you could talk to?
- You might want to mention your friend Mosely.
- \* Talk to the desk sergeant. Ask him about Detective Mosely. Then ask him about the photographs. He'll give you an envelope of evidence. Open it.

**Oh great! Detective Mosely's out. Now what am I supposed to do?**

- Did you learn anything from the desk sergeant?
- Now might be a good time for a breath of fresh air.

- \* After you've picked up the evidence from the desk sergeant and asked to see Mosely, come back later. Have you been to Jackson Square?



**I've returned to the police station and I still can't get in to see Mosely. What's going on?**

- Did you learn anything interesting in Jackson Square?
- Perhaps you should go somewhere else first, then return to the police station.
- \* Have you visited the crime scene yet? If not, you'll need to wait until later. Go to the park!

**Okay, I got in to see Mosely, but what am I supposed to ask him?**

- He's a police detective. What would he know the most about?
- Is there anything about a voodoo investigation you want to ask him?
- \* After examining the crime scene, did you look at the patterns in the sand? Once you have ask him about the patterns at the crime scene, after he responds, ask him about six other patterns.

Mosely's just not telling me enough about the case. Is there any way I can get a peek into the crime file?

- Is there someone besides Mosely who might be able to give you information about the case?
- That Officer Franks certainly does seem to like you. (Yeah, right.)
- \* Yes, after you've asked Mosely about the patterns at the crime and the six other patterns, leave his office. Talk to Officer Franks. Tell her you want to look at the file. After you've looked at it, return it to her in-box.

Wow! This crime file's important stuff. Can I steal it somehow?

- Gabriel, you shouldn't think such thoughts. Is that a photocopier?
- If you want to make a copy, you'll have to distract Officer Franks somehow.
- Did you notice that Officer Franks is the police photographer? How about a friendly photo with Mosely?
- \* Sure, you can steal it or make a photo copy of it. Here's what you do. Ask Mosely to take his picture with you (topic Photographs). When Officer Franks comes in to take the photo, excuse yourself to go straighten up your hair. When you leave the office, take the crime folder from Franks' in-box. Now you can either photo copy the file and return it to her in-box or just take it. (If you steal it, however, you'll get less points.)

## JACKSON SQUARE

I'm at Jackson Square, but don't know what to do.

- Did you notice the mime?
- Did you see the motorcycle policeman? He has a police radio.
- \* Get the two of them together. (If the policeman isn't here yet, you need to do something else first).



Hey! I was minding my own business, when this mime started following me around. How do I get rid of him?

- It's easy to get rid of him. Just walk into someone else's path. However, are you sure you want to lose him?
- You actually want the mime to follow you.
- \* Lead the mime over to the motorcycle policeman and see what happens.

The motorcycle cop just ran off. Can I steal his bike?

- You should be ashamed of yourself.
- You already have a motorcycle. Is there anything else you can use on the bike?
- \* No, but you can use his radio. Operate the radio. Listen carefully and you'll find out where the crime scene is.

**I'd love to use the policeman's radio, but he won't let me. How can I get him away from his bike?**

- Hmmm. You're going to have to create a diversion.
- Did you see the mime?
- \* Go to the North West corner of Jackson Square. Walk close to the Mime and he'll follow you. Lead him over to the motorcycle cop. When the officer chases after the mime, operate (Operate cursor) his radio.

**Hey! That stupid mime keeps following other people. How do I keep him behind me?**

- Whither thou goest, so shall he go.
- The other people seem to be walking between the two of you.
- \* It just takes patience and persistence. There's really no secret to it. Avoid other people in the Square. If you keep losing him, just go back and start again.

**Okay. So I learned where the crime scene is. How do I find it?**

- How do you usually locate a place you've never been?
- What you need is an overview of the area.
- \* After you overhear that the crime scene is Lake Pontchartrain, you can select it from your Greater New Orleans Area Map. Go there by choosing its icon.



**I'm supposed to be looking for evidence at the crime scene. But I don't see any evidence. What am I missing here?**

- Perhaps you're just not looking closely enough.
- Did you look closely at the grass beside the tree?
- Have you examined the mud beside the lake?
- Did you look at the marks in the sand?
- \* Look at the marks on the ground. Then, using your magnifying glass on the marks in the grass just beside the tree (Look real close and you'll notice the grass is textured slightly differently) this will give you a close-up of a snake scale. Pick up the snake scale with the tweezers. Use your sketch book on the pattern in the sand. Finally, take some clay by the water's edge.

**Wait a minute! I don't have a sketch book. Where can I get one?**

- Have you looked in an out-of-the-way place?
- There have been several artists in the Knight family.
- \* Go to Grandma Knight's house. You'll find one in her attic.



I'm trying to examine evidence at the crime scene, but I don't have a magnifying glass. Where do I get one?

- Who would logically have such a tool?
- Those who repair old books would probably have such a tool.
- \* You can find the magnifying glass on the table in St. George's Book Shop.

I'm trying to pick up evidence at the crime scene, but I don't have a pair of tweezers. Where do I get a pair?

- Who would logically have such a tool?
- Those who repair old books would probably have such a tool.
- \* You can find a pair of tweezers on the table in St. George's Book Shop.

## DIXIELAND DRUG STORE

I'm confused. Is the Dixieland Drug Store the Voodoo Shop Grace mentioned earlier?

- New Orleans is an old city with a colorful past.
- Actually, some genuine voodoo shops in New Orleans are called drug stores because they sell "remedies."
- \* Yes. You'll find it on the French Quarter Map. Its map icon looks like a small voodoo doll.

I'm inside the Voodoo Shop. Now what?

- Did you look at everything?
- Is there anything you can show to the store owner to see what he knows?
- \* Look at the sign to learn more about St. John's Eve. Then use the murder photo on Willy, the store owner. Ask the owner about everything.

## NAPOLEON HOUSE



Nothing much seems to be going on here. Have I missed something?

- Some days it just doesn't pay to go into a bar.
- What are you doing in a bar when there's an investigation to be made?
- \* No. Today's a slow day at Napoleon House. You'll want to return here on another day.

## ST. LOUIS CATHEDRAL

Nothing much seems to be going on here. Have I missed something?

- Some days it just doesn't pay to go to church.
- Perhaps you should say a prayer for enlightenment.
- \* No. Today's a slow day at St. Louis Cathedral. You'll want to return here on another day.

## JACKSON SQUARE OVERLOOK

Nothing much seems to be going on here. Have I missed something?

- Some days it just doesn't pay to go to the overlook.
- You mean have you overlooked anything, don't you?
- \* No. Today's a slow day at Jackson Square Overlook. You'll want to return here on another day.

## HISTORICAL VODOO MUSEUM

Nothing much seems to be going on here. Have I missed something?

- Some days it just doesn't pay to go to the Historical Voodoo Museum.
- Why don't you do the voodoo that you do so well?
- \* No. Today's a slow day at the Historical Voodoo Museum. You'll want to return here on another day.

### Why Won't This Day End?

- I'm certain I've done everything there is to do on Day One. Why won't the day end?
- Before this day ends, there's a piece of information you need to gather.
- Is there one more thing you want to ask Grace?
- \* Have you asked Grace to research Malia Gedde? When you do, Day One will end. Of course, you won't know to ask this until you've visited all the places necessary to your investigation — the Police Station, Jackson Square and the crime scene.

DAY

# TWO

"A mask I wore as I approached,  
I was what I am not.  
And though the pattern was unclear,  
its meaning could be bought..."

## ST. GEORGE'S BOOK SHOP

I'm in St. George's Book Shop at the beginning of the day. What should I make sure to do?

- You certainly enjoy being up to date on current events, Gabriel.
- What's on the table?
- \* Read today's newspaper.

I've returned to St. George's Book Shop at the end of the day. What am I supposed to ask Grace?

- Did you know that Grace has a Masters in History?
- Grace is expert at doing research.
- \* After you've met Madame Cazunoux at the Dixieland Drugstore, ask Grace to do some research on her.

## POLICE STATION

I'm at the Police Station, but I'm not sure what to do next.

- You need to "borrow" something from Mosely here today. Something "official."
- Did you notice the repairman outside Mosely's door?
- \* Ask the desk Sergeant to let you in to see Mosely. You'll notice the cage is off the temperature gauge by the office door. Before you enter Mosely's office, change the temperature setting to over 75 degrees (operate gauge).

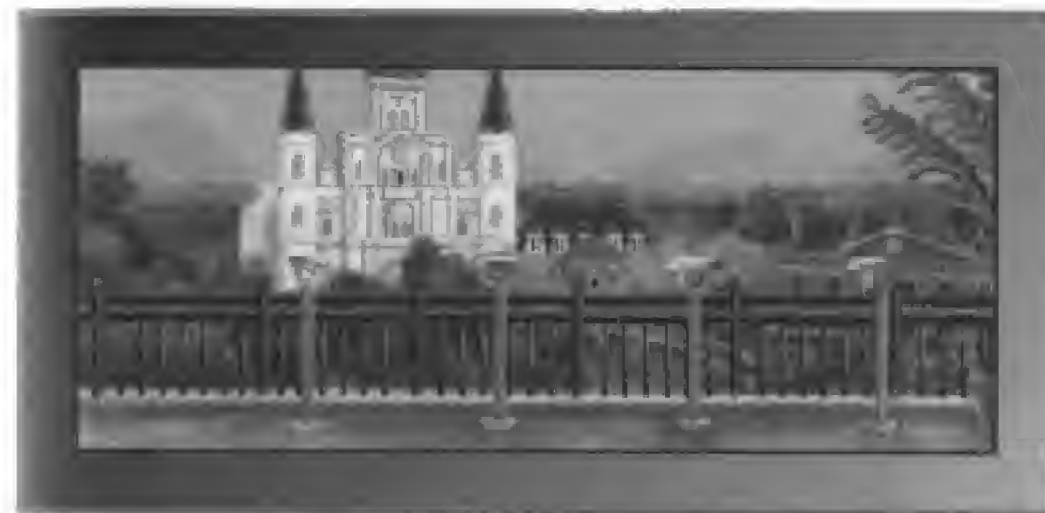
My air conditioner trick worked (I think). Mosely took off his jacket and is complaining about the heat. Now what should I do?

- I wonder what Detective Mosely has on his jacket.
- Are you feeling at all thirsty?
- \* Ask Mosely to get you a cup of coffee. When he leaves his office, steal his badge. It's on the jacket he just took off.

Mosely returned with a cup of coffee. Now what am I supposed to ask him?

- Police station coffee is notoriously bad-tasting.
- Don't you know enough?
- \* After you steal his badge, it's time to leave. Exit his office and head to Jackson Square. If you didn't get the "file" here on day one, though, you'll need to do that today. (See Day One for hints about the file.)

## JACKSON SQUARE



I'm at Jackson Square and I observed an artist drawing a sketch of the Cathedral. Am I supposed to do something with this artist?

- Have you talked to the artist?
- Maybe that artist could help you with your case. Do you have the copy of the six patterns from the police file? How about a copy of the lake pattern?
- \* Watch the artist lose his picture. (You may need to enter and exit this section a couple of times.) If you can help him out, he might be grateful.

I'm hungry. Where can I get some money for a lucky dog?

- Maybe you could pretend you're homeless and try to beg for some money.
- It didn't work? Hmmm. Maybe the vendor will barter with you. Do you have something else the vendor might want? What is he doing?
- \* Give the lucky dog vendor your gift certificate (from the cash register at St. George's Book Shop). Now you'll have a hot dog.

Hold it! I couldn't eat this hot dog. What am I supposed to do with it?

- Maybe someone else is hungry.
- Did you notice the little boy dancing?
- \* Give the hot dog to the young dancing boy near the vendor. Next, talk to the boy and tell him to get the drawing. Give the drawing back to the artist, then give him the six patterns from Mosely as well as the lake pattern.

## G E D D E ' S   M A N S I O N

This may sound like a dumb question, but how do I knock on the door?

- You're right. It does sound like a dumb question.
- Is there a cursor you haven't tried?
- \* Use the operate cursor on the door knocker.

I'm outside the Gedde Mansion. Now how do I get in there?

- What does the butler want? Something "official"? Do you know anyone "official" you can borrow from?
- Do you have Mosely's badge?
- \* Knock (operate knocker) on the door. When the butler questions you tell him you want to see Malia Gedde and that you're here on official business, then show him Mosely's badge. Now the butler will let you in.

Okay. I'm in. What should I ask Malia?

- What do you suppose Malia knows that you don't? And remember to be thorough.
- Gabriel, you know all women find you irresistibly attractive.
- \* You need to say three things. Ask about voodoo, Lake Pontchartrain, and flirt with her.

Hey! I flirted with Malia and she threw me out. What gives?

- Oh. I guess all women don't find you irresistibly attractive.
- Some days it just doesn't pay to flirt, Gabriel.
- \* Wouldn't you do the same if you were in her shoes? You're lucky she didn't have you arrested. Besides, you'll get a chance to woo Malia on another day. Chalk this visit up to a chance to get her addicted to your irresistible charm.

## V O O D O O   M U S E U M

I'm at the Voodoo Museum, but I'm not sure why I'm here. What am I supposed to ask Dr. John?

- Well, where are you?
- What do you suppose Dr. John knows that you don't? And remember to be thorough.
- \* Ask him about voodoo. Then ask him about modern voodoo until he can tell you no more about it. Then ask him about historical voodoo until he can tell you no more about that. Finally, ask him about Marie Laveau until he can tell you no more about her.

## S T .   L O U I S   C E M E T E R Y

I'm at St. Louis Cemetery, but I don't do cemeteries very well. Any suggestions?

- Perhaps there's someone who does do cemeteries well.
- Did you notice the grounds keeper? Suppose he'll talk to you?
- \* Ask the grounds keeper about Marie Laveau until he can tell you no more. Then ask him about other voodoo tombs.

Okay. The grounds keeper told me all about other voodoo tombs, but now what do I do?

- You are now full of knowledge about your surroundings. Don't just stand there, use it!
- Perhaps you can learn something from the Laveau tomb.
- \* Look at the crosses on the Laveau tomb wall, then use your sketch book on them.

## MOONBEAM'S HOUSE

I'm visiting with Moonbeam. She's so knowledgeable. Uh, what am I supposed to learn from her?

- What does she seem to know the most about?
- Well, she's into voodoo. Show her your voodoo-related inventory items.
- \* Show Moonbeam the voodoo message you noted in your sketch book from the Laveau tomb wall at St. Louis Cemetery.



Wow, Moonbeam translated the voodoo message. Will she do anything else for me?

- Honestly, Gabriel, you're incorrigible.
- She knows quite a lot about voodoo. She also has a snake. Ask her a lot of questions.
- \* Ask her about St. John's Eve, snakes, then her snake Grimwald. Next, ask her to demonstrate her snake dance. During her dance, use the pickup cursor on Grimwald's cage. You'll take a shed snake skin. (If you don't have the topic, snakes, you need to revisit the crime scene and find something you've missed near the tree in the lower right.)

Okay, I have Grimwald's snake skin. What do I do with it?

- Ugh, some people will put anything in their inventory.
- Can you use it to confirm or refute a theory you have about the crime scene?
- \* Do you still have the snake scale from the crime scene? Use your magnifying glass on the snake scale and the skin to compare them. Let's see, the scales are different sizes and colors...do you suppose the snake at the crime scene wasn't Grimwald? You're right.

## DIXIELAND DRUG STORE

I'm in the Voodoo Shop and some old woman just came in. Is there anything I should do?

- Honestly, Gabriel, you have more women than you can handle.
- Just listen. You know what they say about name dropping.
- \* Listen to her conversation with Willy. You'll need to learn her name.

Is there anything else I should do in the voodoo shop?

- Have you learned any new topics that you can ask Willy about? Be thorough.
- \* Ask Willy about animal masks and Willy, Jr.



## ST. LOUIS CATHEDRAL

Nothing much seems to be going on here. Have I missed something?

- Well, it's not Christmas, and it's not Easter — so what are you doing in a church, Gabriel?
- Some days it just doesn't pay to go to church.
- \* No. Today's a slow day at St. Louis Cathedral. You'll want to return here on another day.



## NAPOLÉON HOUSE

Nothing much seems to be going on here. Have I missed something?

- Gabriel, why are you in a bar? You have an investigation to complete.
- What are you doing here, today of all days?
- \* No. Today's a slow day at Napoleon House. You'll want to return here on another day.

## JACKSON SQUARE OVERLOOK

Nothing much seems to be going on here. Have I missed something?

- Some days it just doesn't pay to go to the Jackson Square Overlook.
- You mean, have you overlooked anything, don't you?
- \* No. Today's a slow day at Jackson Square Overlook. You'll want to return here on another day.

## LAKE PONTCHARTRAIN (CRIME SCENE)

Nothing much seems to be going on here. Have I missed something?

- Everything seems just as it was yesterday.
- Did you miss any clues yesterday?
- \* No. Today's a slow day at the crime scene. Unless you missed one of the important clues on Day One, there's really no need to return here. See Day One for hints on what to do here.

## GRANDMOTHER KNIGHT'S HOUSE

Nothing much seems to be going on here. Have I missed something?

- Are there cookies baking?
- Some days it just doesn't pay to visit relatives.
- \* No. Today's a slow day at Grandmother Knight's house. Unless you've missed some items in the attic or haven't learned something important about your Grandfather from Grandma Knight, you don't need to do anything here on this day. See Day One for hints about Grandma's house.

## Why Won't This Day End?

- I'm certain I've done everything there is to do on Day Two. Why won't the day end?
- A day in the life of Gabriel Knight just isn't complete unless he's been thrown out of a lady's house for being fresh.
- Did you give 2 things to the technical artist at Jackson Square?
- Is Grace using that Masters of hers to assist you?
- \* You must:
  - a) Get thrown out of the Gedde Estate by Malin.
  - b) Give the technical artist at Jackson Square the drawing from Lake Ponchartrain and the patterns from the police file.
  - c) After you see Madame Cataunoux at the Dixieland Drugstore, ask Grace to do some research on her.



D A Y

# THREE

"Drawn to Bacchus's abode, I sought  
there to conspire. But it was in the city of  
the dead that I found my heart's desire...."

## ST. GEORGE'S BOOK SHOP

I'm in St. George's Book Shop at the beginning of the day. What should I make sure to do?

- What do you usually do when you're talking to that gorgeous assistant of yours?
- You do like to stay up-to-date concerning the day's events, Gabriel.
- \* Ask Grace for all your messages and Ritter's phone number. Also be sure to read the newspaper and visit your studio to use the phone.

The florist keeps trying to buy my father's painting. Should I sell it to him? If so, how?

- Sure, if you can.
- Have you talked to the voodoo shop owner about animal masks and Willy Jr.? How much did he say the mask costs?
- \* After talking to the voodoo shop owner about animal masks and Willy Jr., you can sell the painting to the florist for a hundred bucks.

**I'm in my studio, but I'm not really tired. Is there anything to do in here besides sleep?**

- You do pride yourself on your hair, Gabriel.
- You could reach out and touch someone.
- \* Pick up the hair gel from your bathroom (if you haven't done so already). Then use your phone to make a couple of calls.

**I'm using the phone in my studio, but I don't know who to call. Any suggestions?**

- Do you have anyone's telephone number?
- Perhaps it's time you paid a personal call to Madame Cazaunoux.
- \* You need to use the phone to get Madame Cazaunoux's address and to call Wolfgang Ritter.

**Wait a minute! Is there someway I could get Madame Cazaunoux's phone number? I bet she wants to talk to me.**

- Do you have a list of phone numbers anywhere? Grace gave you one this morning.
- Did you try dialing some of the Cazaunoux phone numbers?
- \* Read the torn out phonebook page in your inventory. If you try each of the numbers listed for Cazaunoux, you'll find one that is correct. She's the one with the yappy dog. Her number is 555-1280.

**I think I have the right Cazaunoux but she won't give me her address.**

- That's right. But there's a hint in the call as where you can get the address.

- Any other places of interest on the phone book page?

- \* Do you hear her dog? After talking to her on the phone, try the number for the Cajun Critter's Veterinary Clinic.

**I called the Cajun Critters Veterinary Clinic, but they wouldn't give me Cazaunoux's address. What am I doing wrong?**

- Were you polite to the person on the other end of the phone? Maybe you're supposed to do something first.
- Did you call Madame Cazaunoux first? You'll hear a hint over the phone when you dial the right number.
- \* Call Madame Cazaunoux (555-1280) first. Then call back the Cajun Critters Veterinary Clinic (555-6170). You'll have a new option in your conversation. When you ask the vet for Madame Cazaunoux's address, select "I'm worried about Castro. He's missed three dance lessons." Now they'll give you her address.



I tried calling Wolfgang, but Gabriel says he doesn't know this guy!

- Gabriel needs to investigate his past before he'll believe Wolfgang's claim.
- You may not be done at Grandma's house - See the Day One hints.
- \* At Grandma's attic, open the clock and take and read the letter, then ask Grandma about Heinz Ritter. Now you can call Wolfgang.

It's later in the day. What should I do in the book shop?

- Did you know Grace is an expert researcher?
- Is there anything you want to know about the pattern the artist gave you?
- \* Ask Grace to research the pattern.

## DIXIELAND DRUG STORE (VOODOO SHOP)



What can I do at the voodoo shop today?

- You need to buy something here. Have you talked to Willy about Willy Jr.? If not, see Day Two hints. (You do not need to restore! You can do this on Day Three!)
- Did you sell your grandfather's painting to the florist? If not, go back to the Book Shop and wait around for Bruno.
- \* Buy the Crocodile Mask for \$100. The owner will also throw in a bottle of Master Gambling Oil.

## JACKSON SQUARE

I'm at Jackson Square, but nothing much seems to be going on. Have I missed something?

- Have you visited the artist?
- Didn't he say he'd have something for you?
- \* Go to the North East corner of Jackson Square and talk to the artist to get the reconstructed vévé.

I talked to the artist. Is there anyone else I should see here?

- Sure. Have you tried to talk to anyone else?
- Have you visited the fortune teller?
- You need to do something with her while she dances.
- \* Go to the North West section of the park and watch the Fortune Teller. She will start to dance with her snake. While she's dancing, try to pick her up. She'll drop her veil. Take the veil.

**I picked up the fortune teller's veil. Should I do anything with it before I give it back?**

- Gabriel, it's your color. Did you try to wear it?
- Did you examine it with your magnifying glass?
- \* Examine the veil with your magnifying glass. Do you notice anything unusual? Use your tweezers on the veil to pick up the snake scale. Now you can give the veil back to the Fortune Teller.

**Wow! I found a snake scale on the fortune teller's veil. Now what can I do with that snake scale?**

- Consider it as a piece of evidence. What do you do with evidence, Gabriel?
- Examine it.
- \* Use your magnifying glass to compare this snake scale with the other snake scale in your inventory.

## P O L I C E   S T A T I O N

**What am I supposed to do at Mosely's office today?**

- The police station is a wealth of information.
- Perhaps there's an interview you can listen in on.
- \* Sit in on the interview between Mosely and Crash.

## S T .   L O U I S   C E M E T E R Y

**I'm at the St. Louis Cemetery and things are pretty dead around here. Have I missed something?**

- There is a woman you should speak with here, and she is very much alive.

- Yes. Go east, young man.

- \* You need to find the Gedde tomb. Walk to the far east side of the cemetery and meet with Malia.

## T U L A N E   U N I V E R S I T Y



**I went to a lecture at Tulane University. Now what?**

- Do you suppose Hartridge can tell you more? Ask him about everything.
- Could Hartridge tell something from a photograph? Something else from the murders?
- \* Follow Hartridge into his office on the left side of the stage. Ask him about Cabrit Sans Cor, and show him the murder photo and the completed pattern from the artist. Ask him about Black Voodoo and St. John's Eve. (If you're missing the Cabrit Sans Cor on St. John's Eve topic, see Day One clues for things to do in the Voodoo shop.)



## ST. LOUIS CATHEDRAL

Is there anything to do besides pray at the St. Louis Cathedral?

- Unfortunately, Gabriel, you're quite willing to do the wrong thing to get the results you want.
- Perhaps you could get a disguise for later.
- \* Yes, steal. Go into the Priest's Ready room on the side of the cathedral. Take the white priest collar and the priest shirt.

Okay. I have a priest's shirt and collar. Now what?

- Grandmother Knight was right. You should have been a priest!
- Madame Cazaunoux is a devoutly religious woman.
- \* You can use the priest's clothes when you visit Madame Cazaunoux.

## MADAME CAZAUNOUX'S PLACE



I went to see Madame Cazaunoux, but she wouldn't let me talk to her. What am I doing wrong?

- You need to be more appealing to her — she's a devout woman. Have you been to the St. Louis Cathedral?
- That's right. You need to disguise yourself as a priest.
- \* On her porch, put on the priest shirt and collar, then use your hair gel. Now she'll let you in.

Okay. I got inside Madame Cazaunoux's place, but she won't tell me much. What should I do?

- You don't think she knows anything about voodoo, do you? What, she won't talk? Prove to her that you understand.
- How about trying to speak her language? Know any french?
- You can learn some french from Professor Hartridge.
- Ask her about human sacrifice, real voodoo queens, and voodoo hounfour.
- \* Ask her about Cabrit Sans Cor. When she asks you a question, select "goat without horns." Ask her about human sacrifice, real voodoo queens, and voodoo hounfour. (If you can't select "goat without horns", go talk to Hartridge!)

Hey! Cazaunoux gave me her bracelet. Should I steal it?

- No, but maybe you should make a copy of it.
- Perhaps you could set it in something in your inventory.
- Did you pick up some clay at Lake Pontchartrain?
- \* When she gives you the bracelet, use it on the clay in your inventory. (This will make a mold of it.)

Wait a minute! I don't have any clay in my inventory? Where do I get some?

- Where would a person get clay in New Orleans?
- Have you been out to Lake Pontchartrain lately?
- \* Have you been to the crime scene? You can go back and pick up some clay beside the lake.

What can I do with this clay mold of a bracelet?

- Molds are usually used to make copies.
- Have you been to the Napoleon House today?
- \* Find someone who can make a real bracelet from it.

## GRANDMOTHER KNIGHT'S HOUSE

What am I supposed to be doing at Grandmother Knight's?

- Gabriel, do you really need a reason to visit your dear Grandmother?
- Grandmother is certainly a wealth of information about your relatives.
- \* Ask her about Wolfgang Ritter.

## NAPOLÉON HOUSE

I've talked to the bartender at the Napoleon House, but I'm still not sure what to do.

- Ask him about what you're investigating.
- Make sure you ask the bartender everything.
- \* Ask him about voodoo and bar patrons (twice). Then ask him about Sam and voodoo.

What's going on with the two chess players? Am I supposed to help one of them? If so, how?

- Sam hasn't won a chess game in a very long time.
- There's something you can get Sam at the voodoo shop.
- \* Yes. Talk to Sam and give him the Gambling Oil. Once he wins, he promises to do you a favor. Give him the clay mold of Madame Cazamoux's bracelet.

Why Won't This Day End?

- I'm certain I've done everything there is to do on Day Three. Why won't the day end?
- A day without meeting a beautiful woman in a cemetery just isn't a day for Gabriel Knight.
- Have you sat in on any police interrogations lately?
- Have you picked up the pattern from the artist at Jackson Square?
- Sam wants to help you today.
- \* You must:
  - a) Meet Malia at the St. Louis Cemetery.
  - b) Sit in on Mosely's interrogation of Crash.
  - c) Get the pattern from the artist at Jackson Square.
  - d) Go to the lecture at Tulane and interrogate Hartrudge.
  - e) Buy the mask at the voodoo shop.
  - f) Get in to see Cazamoux and make a mold of her bracelet.
  - g) Give the clay mold of Cazamoux's bracelet to Sam at Napoleon House.

DAY  
**FOUR**

"I spoke to one who smelled of death,  
he gave to me his ears.  
And crosses that were marked  
were made into a veil of tears..."

S T . G E O R G E ' S B O O K S H O P

It's the beginning of the day. What should I make sure to do?

- Does Grace have anything for you?
- What do you do every morning?
- \* Watch the opening cartoon with Grace, then read the newspaper. If you didn't get Wolfgang Ritter's number on Day Three, get it from Grace now.

It's later in the day. Now what should I ask Grace?

- Did you know that Grace is an expert researcher?
- Do you have any musical questions you'd like Grace to look into?
- \* After you've talked to Crash, ask her to research "Rada Drums." (You can also ask her to research the révé pattern if you didn't do so on Day Three. If you don't get a chance to ask about Rada Drums today, don't worry- you'll get another chance on Day Five.)

It's later in the day and I'm in my studio. What should I do?

- Reach out and touch someone.
- Are you in a Schattenjäger state of mind?
- \* You must call Wolfgang Ritter today, if you didn't call him on Day Three.

Wait a minute! When I tried to call Wolfgang Ritter, Gabriel doesn't seem to know who he is. What's going on?

- Well, who is he anyway? Did someone in the game tell you about him?
- Have to talked about him to Grandmother Knight?
- \* You have to open the clock in Grandmother Knight's attic and remove the letter. After you read it, ask Grandma Knight about Heinz Ritter.



## N A P O L E O N   H O U S E

What's to do here today?

- You need to pick something up here.
- Sam has something for you.
- \* You need to pick up your new snake bracelet from Sam.

## J A C K S O N   S Q U A R E

Hey! I just spotted Crash, but he keeps avoiding me. How can I interrogate him?

- Well, how rude.
- If Mosely couldn't break him down, what makes you think you can?
- \* You can't. At least, not here. Why don't you get a better perspective on the situation!

I see the fortune teller's here again. Why does she look different?

- Looks can be deceiving.
- Are you sure she looks different? Why?
- \* She looks different because she's a different fortune teller. Talk to her. Hm... What do you suppose this means? Think, Gabriel.

## J A C K S O N   S Q U A R E   O V E R L O O K

How do you work these binoculars and which pair should I look through?

- Are you using the correct cursor?
- Try all the binoculars-- one has an interesting view today.
- \* Use the operate cursor on the binoculars on the far left.

Okay. I'm looking through the correct binoculars (I think). Now what am I looking for?

- Who is leaning against the statue fence?
- Who's that walking up to him?
- \* Do you see the drummer leaning against the statue fence? Who's that walking up to him? IT'S CRASH! Observe Crash as he talks to the drummer. Then, watch where he goes.

## S T .   L O U I S   C A T H E D R A L

How do I get find Crash after I see him in the binoculars?

- Well, where did it look like he was headed? You might try looking somewhere near here.
- Although he doesn't look like the religious type, didn't he just head into that Cathedral?
- \* He went into the Cathedral. If you go there right away, you'll find him inside.

**I found Crash, but now how do I get him to talk?**

- He won't talk to you? Did you tell him who you were?
- Maybe you have to give him something to prove that you'll believe him.
- Are you sure you're ready for this meeting? Have you visited the local pub yet today?
- \* Give him the snake bracelet from Sam at Napoleon House. Now he'll talk to you.

**Okay. I got Crash to talk to me. Now what should I ask him?**

- As always, ask about everything.
- This time, try starting at the bottom and working your way up.
- \* Ask him about drummer and then voodoo, voodoo murders, and hounfour.

**He's dead! Should I do something with his corpse?**

- Remember what he did when you showed him the bracelet?
- Look at him. Get right up in his face. Try all your regular cursors everywhere.
- \* Look at Crash. In the closeup, use the Open cursor on his shirt, then use your sketchbook on his tattoo.

## P O L I C E   S T A T I O N

**Is there anything to do here today?**

- \* Although you can get an update about the case from Detective Mosely, there's nothing you must do.

## W H Y   W O N ' T   T H I S   D A Y   E N D ?

**I'm certain I've done everything there is to do on Day Four. Why won't the day end?**

- Did you pick up something from Sam at the Napoleon House?
- Did you get something useful from Crash's body?
- Did you ask Grace to do research?
- Did Magentia ever translate something for you?
- Did Hartridge ever make a copy of something of yours so he could research it?
- Did you, today or yesterday, talk to a long lost relative?
- \* You must:
  - a) Pick up the snake bracelet from Sam at the Napoleon House.
  - b) Watch crash die, then use your sketchbook on Crash's tattoo.
  - c) Ask Grace to research the vevé pattern.
  - d) Show vevé to Hartridge (if you didn't already do so on Day Three).
  - e) Get Magentia to translate the voodoo code from tomb wall (if you didn't already do this on Day Two or Three).
  - f) Call Wolfgang Ritter (if you didn't already do so on Day Three).

DAY  
**FIVE**

"The road was blocked, the truth was shunned,  
the white flag had been waved.  
Reversal cost me all I had,  
and everything I'd braved..."

**S T . G E O R G E ' S B O O K S H O P**

**I'm in St. George's Book Shop at the beginning of the day. What should I make sure to do?**

- Grace gave some items to you.
- Read what Grace has given you. Also read the daily news.
- \* Grace will give you some items which may include the Rada Drum book and the vèvè clipping (if you asked her for either on Day Four), and Gunter's journal and a letter. Read them. (If she doesn't give you the Rada Drum book don't worry- just ask her for it today.)

**It's later in the day. Is there anything I should do?**

- Have you visited the museum today?
- Use your tweezers and magnifying glass to look at something Grace has found.
- Use your tools to confirm or refute a theory you have about the Voodoo Murders.

- \* After you've visited the museum, Grace will find something on your face and put it in an ashtray. Use the tweezers to pick it up from the ashtray.

**Oh! I picked up something from Grace's ashtray. What is it?**

- Let's see...it's green and slimy. Hmm. Maybe we should examine this more closely.
- Did you use your magnifying glass on it?
- \* Use your magnifying glass to compare it with the crime scene snake scale. They'll match. Hooray!

**T U L A N E U N I V E R S I T Y**

**I'm in Hartridge's office. He's looked better! What should I do?**

- A good citizen would not tamper with the scene of the crime, Gabriel.
- A good citizen would not touch a thing, but Gabriel would.
- Too bad Hartridge didn't leave any of his research behind. Or did he?
- \* Look at him carefully, then swipe his notes from the desk.

**V O O D O O M U S E U M**

**That first step was my last. How do I get that snake off my back?**

- You'll have to act fast when you come in the door. The book on snakes at the book shop will give you a hint.
- Snakes sense their prey by vibration. Does anything really vibrate in here? If you're not sure, try restoring to an earlier game and just looking around here before coming back to a more recent save game to try this again.
- \* See the switch beside the door? Flip it. The fan will come on. It thumps loudly and vibrates, and the snake will go after it, thinking it's a larger meal.



## JACKSON SQUARE

### What can I do here today?

- Perhaps a little witty repartee with someone new.
- Maybe someone could give you a hint about the future.
- \* Talk to the fortune teller. That's right — it's not the same fortune teller (she will be here if you didn't already do this on Day Four).

## POLICE STATION



### What am I doing here with Mosely today?

- How about a little police involvement in the voodoo murder case?
- It's time to come clean. Sing, canary, sing.
- \* Ask him about the case status, then reopen case.

### How do I prove this is a legitimate voodoo cult?

- Do you have anything that shows that something at the crime scene was legitimate voodoo?
- You might need to prove as well that your voodoo information is scholarly.
- \* Two items: The reconstructed vèvè and Hartridge's notes.

### Ok, so how do I prove the voodoo cult is a threat?

- Hmmm. This isn't the first time they've killed, is it?
- Do you have any historical proof that their threat is not a short-term one?
- \* Give him the 1810 newspaper clipping.

### He wants three things. How do I give him a lead?

- Gabriel, you must have some evidence! Have you been using your magnifying glass?
- What did you get from the crime scene? How about from the voodoo museum?
- \* Give him the two matched snake scales. You'll need to: get the scale from the lake (See Day One clues), get the scale from the museum today, and magnify both in inventory.

## WHY WON'T THIS DAY END?

I'm certain I've done everything there is to do on Day Five. Why won't the day end?

- A question we've all asked at one time or another.
- Have you asked Grace for research?
- Have you visited the voodoo museum, then gone back to the book shop and "collected" what Grace found on Gabriel's face?
- Have you visited Tulane and picked something up from Hartridge's?
- Have you gotten Mosely to re-evaluate his opinion?
- To end day 5 you must:
  - a) Ask Grace to research Rada Drums (if you didn't already do so on Day Four).
  - b) Get Mosely to reopen the Voodoo Murders case.

DAY

## Six

"And then the night became as day,  
I glimpsed nature's reddest claw!  
The face of fear looked back at me  
as I gazed into the maw...."

## ST. GEORGE'S BOOK SHOP

It's the beginning of the day. What should I make sure to do?

- What is your usual routine?
- You do like to be informed as to the day's events.
- \* Read the paper. It's St. John's Eve!

Hey! Somebody just threw an envelope through the slot in the door. What should I do?

- It didn't explode, so it's probably safe.
- It's an envelope. What might be inside?
- \* Pick it up, open it, and read what's inside.

Okay, I've read the paper and the contents of the envelope. Now what?

- Preparation for St. John's Eve is in order. Anything you might want to wear in case you find the conclave tonight?
- Did you know that Grace is not only a scholar but also a pretty good artist?
- \* Give Grace the sketch of the tattoo from your sketchbook.

Grace refuses to draw the tattoo for me! What am I doing wrong?

- Sweet talk her Gabriel.
- Didn't work, huh? How about appealing to her pride, then? You know she'll never admit that she wants you, poor thing.
- \* You must select dialog "costume party" and "well...if you're jealous".

## JACKSON SQUARE

What do I do with the beignet guy?

- Why not have a beignet? They're delicious.
- What? No money? Well, maybe you can strike up a friendly chat with him. Does he look at all familiar to you?
- \* Talk to the beignet vendor and convince him to move his cart back to the police station.

How do I find out where they're meeting tonight?

- Have you seen their drummer anywhere?
- You have a drum book, why not translate the drummer's beat? Give it a good college try before reading the next hint!
- \* Use the Rada Drum book on the drummer and translate his message. Select these phrases: Call Conclave/Tonight/Swamp.

What do I do with the drummer?

- Translate what the drummer is sending.
- You'll rendezvous tonight in the swamp.
- \* Translate this message: Call Conclave/Tonight/Swamp. Use the drum book on the drummer to select the phrases.

## POLICE STATION

The desk sergeant won't let me into Mosely's office. What's the secret?

- The desk sergeant won't let you in? Maybe you should find a way to distract him.
- Did you talk the beignet vendor into coming by the police station?
- \* You need to talk to the beignet vendor at Jackson Square and convince him to return to the station. Then, after the beignet vendor arrives, the desk sergeant will go out to him. Now you can sneak into Mosely's office. Remember the key!

The desk sergeant is back from the vendor and I still didn't get into the office. Now what!

- Never fear. That sugar will make him sleepy.
- You may need to leave and come back. Then watch the desk sergeant closely.
- \* The desk sergeant will fall asleep. You can sneak past him and unlock Mosely's door. Hurry!

Okay, I got inside Mosely's office. Now what am I doing here?

- Neither a borrower nor a lender be, Gabriel.
- Gabriel, you seem to think that the end justifies the means.

- Wait a minute! Didn't Mosely's note mention that you might find something useful here? Look around! Open things up a little!
- \* Open Mosely's desk drawer and take the tracking device.

## ST. LOUIS CEMETERY

It looks like there's some new voodoo graffiti here today. Am I right?

- \* You're very observant. How can you use this new graffiti to solve the crime? Use your sketchbook on the new voodoo message to write it down.

Moonbeam wasn't home. How do I translate the new code?

- Hmmm. Do you have anything which might help you in your inventory?
- You do know quite a few letter/symbol combinations already, don't you? Look at Moonbeam's translation carefully.
- \* Use the new message on the old message in your inventory. Gabriel will transfer the letters he knows from one message to the other.

I translated the new voodoo message, but there are three letters I don't know. They each have a "?" underneath them. Do I need to use these?

- Yes.
- You'll need these letters if you intend to use them in the future.
- \* Yes you will. You're going to write your own graffiti message with them.

Well, what are the three letters I couldn't translate?

- The message you need to write uses all three of these letters.
- Did you try breaking up the words and figuring out the letters yourself?
- The message, broken up, says: "Dj keep e?es on GK b?t do not har!"
- \* The voodoo symbol in the second row is the letter "Y." The voodoo symbol in the third row is the letter "U." The voodoo symbol in the bottom row is the letter "M."

I translated the new voodoo message. Now how can I leave one of my own?

- Gabriel, that's vandalism.
- Okay! Okay! You'll need something to write with.
- \* Wait until the watchman leaves, then use the brick on the wall of the Leveau tomb. Now select letters from each of the translated messages to leave your own.

Uh oh. I have writer's block. What should I write in my first voodoo message?

- Is there anything you want to say to Dj?
- The message you want to leave is similar to the first one you saw on the tomb.
- You need to leave Dj a message about something you want him to bring to the St. John's Eve ritual. Check your lecture notes on the recorder for official voodoo names.
- \* Leave this on the wall: "Dj bring sekey madoole."

## V O O D O O M U S E U M

What am I supposed to do here today?

- Do you have the tracking and signal devices from Mosely's desk?
- Is there some ideal place to hide one of those signal devices - something they could take to the ritual?
- \* Use one of Mosely's signal devices on the Sekey Madoule (small coffin) beside the door. Now you can track the coffin.

## B A Y O U S T. J O H N



I'm lost. How do I get to where I'm going?

- Is there some sort of police device you could use to help?
- Perhaps there's something you could use to track your progress.
- \* Use the tracker on Gabriel. This will put the tracker display on the lower portion of your screen. Now follow the flashing dot. When it's directly in the center of the display, you'll be there.

I'm trying to use the tracker, but it won't work.

- Where did you put the signal device?
- Did you make sure that the item you put the signal device in would make it to the ritual?
- \* You must leave a signal device in the sekey madoule at the voodoo museum. Then you need to leave a message on the north wall in the St. Louis Cemetery to make sure they bring it.

I'm at the outer edge of the ritual circle, but every time I enter I get killed. What am I doing wrong?

- Of course they're killing you, Gabriel. They know who you are.
- Perhaps a disguise would help. You'll need two things. One of the items you need is from the voodoo shop. The other you got from Crash.
- \* Before you enter put on your crocodile mask. You'll also need the snake tattoo on your chest (Grace must put it on for you).

I can't answer these questions correctly. What are the right answers?

- Have you studied your notes?
- How about Hartridge's?
- The first answer is the snake god.
- The second answer is the other god associated with the vevé.
- \* Answer "Damballah" to the first question. Answer "Ogoun Badagris" to the second question. Now you'll get in.

## WHY WON'T THIS DAY END?

I'm certain I've done everything there is to do on Day Six. Why won't the day end?

- Gabriel wouldn't be caught dead missing the biggest party of the year!
- And on the sixth day, there was a big party down at the bayou.
- \* You must attend the voodoo ritual ceremony at Bayou St. John.



## DAY

# Seven

"My last ally laid to waste,  
I ran towards the light.  
I prayed for one to change my path,  
to give me strength to fight...."

## GABRIEL'S STUDIO

It's the beginning of the day. What am I supposed to do?

- Perhaps there's something here which will enlighten you. Also, did you listen to Grace? (Do you ever?)
- Reach out and touch someone. Be thorough now, and never mind the phone bill!
- \* Take the flashlight, then call Wolfgang Ritter (49-09-324-3333). Ask him about Tetelo, Talisman (twice), Tetelo's Remains, and Africa Homeland.

I've returned later in the day. What now?

- Do you think it's about time you got out of town?
- Aren't credit cards great?
- \* Call the travel agent (385-1130). Tell the agent you want to go to Rittersberg Germany. Use Mosely's credit card to pay for your tickets. Now go to the airport.



## ST. LOUIS CEMETERY

Should I explore anything here today?

- Yes, you could probably dig up some clues — in a manner of speaking.
- Try the Gedde Tomb.
- \* Yes, find the Gedde Tomb and enter it. Just press the button outside the tomb to open it.

I'm inside the Gedde Tomb, but I can't see anything. Where's the light?

- The path to enlightenment is never easy.
- Perhaps there is something in your studio that would enlighten you.
- \* Use the flashlight from your studio to light the way. Just click the flashlight on the dark tomb.

Okay, I can see what I'm doing now. What am I looking for inside here?

- Well, this is a tomb.
- Did you look in the drawers?
- \* Open the drawer with the vevé pattern on it. You'll find a surprise inside.

Hey! The lights just went out...somebody knocked me out. Now what?

- Standing up would be a good start.
- Now check on Mosely.
- \* Get up and look inside the drawer where you found Mosely.

Wow! Somebody took Mosely's body. But I think I see something else in the drawer. Should I take it?

- Gabriel, you'd never take something that isn't yours, would you?
- Well, maybe you should just look at it.
- \* Yes, it's Mosely's wallet. Pick it up and open it in inventory to take the credit card out of it. Now you can leave the tomb. To exit just press the button on the right wall.

## CASTLE BEDROOM



I'm in Wolfgang Ritter's castle bedroom. There sure are a lot of interesting things to look at. Should I notice anything in particular?

- Yes. Look at everything.
- Isn't that lion's head interesting?
- \* Look at the lintels (above the ornate door and underneath the lion's head).

I've read the panels in the chapel. Now are there things in this bedroom that will help me with the initiation ceremony?

- Sure. Did you look on top of the dresser?
- Did you notice the scroll case?
- \* Take the scissors and chamber pot from the dresser. Open the scroll case to remove the scroll.

I opened the window, but I can't get any snow. What am I doing wrong?

- It certainly is cold here, isn't it?
- Are you using the proper cursor?
- \* Use the operate cursor on the snow and you'll wash in it - but only when it's time.

What do I do with the scissors?

- Cut, Gabriel.
- Cut Gabriel.
- \* Use the scissors on yourself. If Gabriel doesn't let you cut his hair, you haven't given him a good enough reason yet. Visit the chapel.

What do I do with the chamber pot?

- Do you remember the chapel panels? If not, go to the chapel and talk to Gerde.
- Perhaps you could find a use for the chamber pot during the initiation ceremony.
- \* Remember the chalice on the panels in the chapel! You'll use the chamber pot as the chalice in the chapel during the initiation ceremony.

What do I do with the scroll?

- Do you remember the chapel panels? If not, go to the chapel, then talk to Gerde.
- Perhaps you could find a use for the scroll during the initiation ceremony.
- \* Remember what was on the panels in the chapel! For now, you can read the scroll. Later, you'll use it in the chapel during the initiation ceremony.

How do I unlock this lion-head door?

- Only a Schattenjäger can go in there.
- \* You'll need to do the initiation ceremony first.

## C A S T L E   G R E A T   H A L L



What should I ask Gerde?

- Ask her about the portal poem, among other things.
- Ask her about the chapel panels, among other things.

- Ask her about the initiation ceremony, among other things.
- \* After you look at the linnet in Wolfgang's bedroom, ask her about the portal poem. After looking at the panels in the chapel, ask her about them. Then ask her about the initiation ceremony.

### What's that object beside Gerde?

- Gabriel thou hast eyes, yet see not. Pick it up!
- Keep the object for later use.
- \* It's a salt shaker. Pick it up. It'll come in handy during the initiation ceremony. (You can't pick it up until Gerde tells you about the initiation ceremony.)

### C A S T L E   C H A P E L



### This is a beautiful chapel. Should I take something?

- Gabriel, are there no depths to which you would not sink?
- Why not simply admire the beautiful paneling?
- \* No, but there are some good clues here. Be sure to look at each of the six panels on the walls.

### I'm ready to perform the initiation ceremony, but I don't have a knife. Where can I find one?

- Did you look at the weapons in the great hall?
- Did you look just above the lion's head in the great hall?
- \* You can find a knife at the foot of the stairs in the great hall. It's mounted on the wall just above the lion's head.

### Okay. I'm still not sure how to perform the initiation ceremony. Could you tell me what I'm supposed to do?

- The first two panels you'll need to do in Wolfgang's bedroom.
- Then, use the chamber pot, the salt, the knife, and the scroll.
- Are you using the correct cursor to do panel #5?
- \* Before you start, you'll need to cut your hair and wash your hands in Wolfgang's bedroom then go back downstairs. When you're before the altar, set the chamber pot on it. Put some salt in the chamber pot. Use the knife on Gabriel. Use the Operate cursor on the altar. Use the scroll on Gabriel.

### I still can't figure out how to do what's on panel #1!

- In Wolfgang's bedroom there's no water, but there is something close to water.
- Have you opened the window?
- \* Open the window in Wolfgang's bedroom, then operate on the snow to wash your hands.

### I still can't figure out how to do what's on panel #2!

- You need a mirror and scissors to cut Gabriel's hair.
- \* Go to the bedroom and use the scissors on Gabriel. You have to ask Gerde about the panels and initiation first!

Wait a minute! I don't have all the objects for the initiation ritual. Where do I find these objects?

- The chamber pot is in Wolfgang's bedroom.
- The scroll is in Wolfgang's bedroom.
- The salt shaker is beside Gerde in the Great Hall.
- The knife is mounted on the wall at the foot of the stairs.
- \* You'll find the chamber pot in Wolfgang's bedroom (on the dresser). The scroll is also in Wolfgang's bedroom in the case above the dresser. You'll find a salt shaker beside Gerde in the Great Hall. The knife is mounted on the wall at the foot of the stairs.

## W H Y   W O N ' T   T H I S   D A Y   E N D ?

I'm certain I've done everything there is to do on Day Seven. Why won't the day end?

- How many times have you asked yourself that very question?
- Perhaps you should go through a ceremony before the day will end.
- \* You need to correctly perform the initiation ceremony at the Castle Chapel. If the ceremony doesn't end the day, you've missed a step or two.

# EIGHT

"Inside a hidden chamber where I had no right to be,  
I found the wheel at last or, could it be,  
the wheel found me..."

## C A S T L E   B E D R O O M

I'm in Wolfgang Ritter's castle bedroom at the beginning of the day. What should I make sure to do?

- You should go where Schattenjäger only are allowed.
- Is there something in the chest beside the bed?
- \* Pick up the key from the chest beside the bed. Use it on the locked door.

## C A S T L E   L I B R A R Y

I've found the Castle Library. Which books are essential reading?

- Check out all of the bookcases. Use your Look cursor.
- Check out the back wall center bookcase. If you see something of interest, pick it up.
- \* Start by locating "People's Republic of Benin." It's on the lower shelves of the center back wall bookcase. Look at the shelves, then take the book to read it. Find the book it mentions. Continue in this manner.

Okay. I get the way it works, but I'm having problems finding the right books. What's the order?

- Back wall center (lower shelves), back wall right (upper shelves), left wall (upper shelves), back wall left (upper shelves), back wall right (lower shelves).
- \* Look at the back wall center bookcase (lower) and take "People's Republic of Benin." Look at the back wall right bookcase (upper) and take "The Primal Ones." Look at the left wall bookcase (upper) and take "Ancient Roots of Africa." Look at the back left wall bookcase (upper) and take "Sun Worshipers." Finally, look at the back wall right bookcase (lower) and take "Ancient Digs of Africa."

## CASTLE GREAT HALL

After reading the five must-read books in the library, I realize I've got to get out of here. Now how can I get Gerde to help?

- Gerde wants to know where Wolfgang is even more than you do!
- Money talks.
- \* Show her the snake mound book, then give her Mosely's credit card. Now you'll be on your way to Africa!

## WHY WON'T THIS DAY END?

I'm certain I've done everything there is to do on Day Eight. Why won't the day end?

- How many times have you asked yourself this question, Gabriel?
- You must give Gerde two things.
- \* You must give Gerde the snake mound book and Mosely's credit card. The snake mound book is in the library.

Day

# NINE

"And then the wheel went round and round,  
I could not find my way.  
Twelve and three and turn the key,  
I heard the madman say...."

## ARRIVAL AT THE SNAKE MOUND

I can see the snake mound in the distance, but I'm not sure whether I should leave my driver. Will he be waiting for me when I get back?

- You can't be sure of everything, Gabriel.
- You'll have to risk it.
- \* Maybe. Maybe not. But you've got to explore the snake mound. It's crucial to your investigation. Don't waste another second. Get going.



I'm wandering around in these caves of the snake mound. How do I make sense out of where I am?

- There are twelve cave rooms.
- Each room is numbered 1 through 12. Think of Grandad's clock.
- \* Imagine the snake mound ring is just like a clock. The twelve cave rooms connect in a circle. Each room is numbered 1 through 12.

So there are twelve cave rooms. How do I know one room from the next?

- Two of the rooms have something stuck on the walls. That means those items belong there.
- Look at those two items and count.
- \* Did you notice two of the rooms have tiles stuck on the walls? Those tiles are the key to answering your question. Just look at them and count the number of snakes.

Okay. I found two rooms where the tiles were stuck on the wall and I counted the number of snakes. I still don't get the connection. How do I know what the other rooms are numbered?

- Picture a clock face.
- Imagine that the rooms form a clock face. You know now where the 7 and the 12 are, don't you?
- \* Again, imagine these twelve rooms are arranged just like the numbers on a clock face. Moving clockwise, the rooms between 7 and 12 would be 8, 9, 10 and 11. Between 12 and 7 would be 1, 2, 3, 4, 5 and 6.

Where do I find the tiles for the other rooms?

- Look down.
- Look for an incorrect number of snakes on the walls.
- \* Just look on the cave floors and walls. Sometimes you'll find a tile with the incorrect number of snakes on it placed in the wall. Gather up all the tiles you can.

All right. I've picked up every tile that I could. Explain to me again, where do I place them?

- Picture a clock face.
- Imagine that the rooms form a clock face.
- \* Again, imagine the rooms are organized just like numbers on a clock face. Look at each tile in inventory before you place it in a room and count the number of snakes on it. Moving clockwise, the rooms between 7 and 12 would be 8, 9, 10 and 11. Between 12 and 7 would be 1, 2, 3, 4, 5 and 6. Place each tile in its correct room. For example, place the 8 tile one room clockwise from 7, the 9 tile one room clockwise from 8, and so on, until you've placed all the tiles.



I placed all the tiles and nothing happened. What am I doing wrong?

- You need one more thing.
- You need the snake rod.
- \* Did you find the snake rod? It was lying on the floor of one of the cave rooms.

I found the snake rod, but now what do I do with it?

- \* Push the snake rod through the hole in the wall tiles.

I used the snake rod on one of the wall tiles and nothing happened.

- Remember granddad's clock?
- Remember dad's sketchbook? His painting? Your dreams?
- Why do the Ritter folk dream of three snakes?
- \* After placing all the tiles, go to cave rooms number 3 and save your game. Push the snake rod through the hole in that tile.

Whoa! The dead came back to life. How do I outrun these zombies?

- Remember the strange snake mural in room 7?
- Walk clockwise to get to room 7 the fastest from room 3.
- Avoid the guards until you can't any longer, then use the vines!
- \* This is real tricky and may take a little practice. Your goal is to walk clockwise until you reach room 7. In room 3, head through the opening quickly. In room 4, first walk to the left (click walk about midway on the left wall) until the zombie starts to follow you, then head through the opening. In room 5, first walk to the right (click walk about midway on the right wall) until the zombie starts to follow you, then head through the opening. In room 6, you'll face several guards. To get past them, use the Operate cursor on one of the ceiling vines. In room 7, you'll meet up with Wolfgang. Save your game.

I found Uncle Wolfgang, but we're still being attacked! Now what?

- Look around.
- He told you to try to close the secret passageway door, right?
- \* Use the snake rod on the hole just inside the secret passageway.

All right. I got past the zombies, but now I'm inside some kind of ritual room with Wolfgang. What am I supposed to do?

- Look around. Talk to Wolfgang.
- Isn't that table interesting?
- \* You can interrogate Wolfgang if you wish, then explore the room. Have you found the stone table yet? Just walk to the right.

Okay. I found the stone table. Now what?

- Look at it closely, top and bottom.
- Are there markings anywhere?
- \* Examine it. Look at the carvings on its bottom. Look at the trough on the table top too.

I see. There's some kind of lid on this snake table. How do I get the top off?

- There are tools you can use for such a purpose in this room. What do you imagine those holes near the lid seam are for?
- Are you using the correct cursors?
- \* Do you see a pair of iron bars on the wall? Use the Pickup cursor on both iron bars. Then use operate on the bars when both are in the table.

Uncle Wolfgang helped me place the iron bars into the snake table, but the top won't budge. What are we doing wrong?

- Did you listen to your Uncle, Gabriel?
- You must place a heart in the table.
- You must put a human heart in the table.
- \* You need to find a heart to place in the table. Did you notice the dead guard on the west side of the room? Go there and use your knife on the dead body.

I got the talisman but Uncle Wolfgang died! What did I do wrong?

- He's in a better place, Gabriel.
- It was his time, Gabriel.
- \* Nothing. He's made the ultimate sacrifice to get the talisman back into Ratter hands, and there's nothing you can do to change that fact. You must press on and complete your case.

## W H Y W O N ' T T H I S D A Y E N D ?

I'm certain I've done everything there is to do on Day Nine.  
Why won't the day end?

- How many times have you asked yourself that, Gabriel?
- There's something you must open for the day to end.
- \* You must open the stone table in the center of the snake mound.

Day:

# Ten

"Deep in the earth I faced a fight that I could never win.  
The blameless and the base destroyed,  
and all that might have been."—Gabriel Knight

## S T . G E O R G E ' S B O O K S H O P

It's the beginning of the day, but nothing's going on. Have I missed something?

- Done any reading lately?
- You do like to stay current on daily events?
- Have you looked near the cash register?
- \* Read the newspaper on the table, then pickup and read Malia's note on the cash register.

Wait a minute! But I thought...

- Mosely was dead?
- Naw.
- \* That's right. He's alive. But why not let him tell you all about it? Ask him about Make a Plan, Fill him In. Fill me in, Grace and Voodoo Heunfour.

What should I ask Mosely?

- Well, what would you ask someone you thought was dead?
- Aren't you curious about what's happened to him?
- \* Ask him about Make a Plan, Fill him in, Fill me in, Grace and Voodoo Hounfour.

Okay, Mosely left, now where do I find the hounfour?

- Remember the view from the plane?
- Remember Crash said the hounfour was underground?
- The way under Jackson square is not in the square itself, but close by.
- \* You need to get under Jackson Square. Your "elevator" is in the cathedral.

## S T . L O U I S C A T H E D R A L

I'm at the cathedral, but I'm not sure what to do.

- Pray, Gabriel.
- Confessing is even better.
- \* Enter the confessional on the far right. If you can't get inside, you've missed something at the book shop.

But I don't have anything to confess! What am I doing in this confessional?

- Come now, Gabriel, don't think you've committed a few sins in this game?
- Maybe you aren't in there to confess. Look around. Look at the back wall. Does it remind you of something?
- \* Do you see the knothole at the back of the confessional? Use the snake rod on the knothole.

Whoa! I stepped out of the confessional booth and I'm now in some basement hallway. Is there anything I've missed before I go explore the hounfour?

- Did you leave anything in the confessional for Mosely?
- He'll need a way to find the elevator, and a way to start it running.
- \* Leave a signal device and the snake rod under the bench in the confessional. Then open the door to the right. (Use the Operate cursor on the keypad.)

I've just entered a circular hallway full of locked doors. Where am I and where should I go?

- Well, you're going to find out soon enough.
- You're in the hounfour. Save your game! Then explore every room you can find.
- \* You're in the hounfour's underground network of offices and rooms. Are you sure all the doors are locked? You might try opening several of the doors - only 3 are locked.

I notice there are some funny red lights above the doorways. What's their significance?

- Remember how the cave rooms were arranged at the voodoo snake mound? That was a sacred place for the Geddes - they modeled the hounfour on the snake mound.
- Have you tried looking at the lights on the displays?
- \* Remember how there were twelve cave rooms in the voodoo snake mound? Each room was arranged like numbers on a clock face. By looking at a tile on each wall, you could tell what room number you were in. This circular hallway is laid out similarly. When you look at the displays above each door, you'll know what the room number is.

I'm in room 7 and it looks like a supply room. Should I take something from here?

- Stealing does seem to be your forte.
- Do you see anything you could use?
- \* Yes. Take two robes from the clothes rack on the back wall. You'll also find two masks piled up on some boxes.

I entered room 4 and found a bunch of desks. Should I search this room?

- You could sit down, but you're not the office type.
- Think you might find something of value here? (Make sure this is room 4 - room 5 looks similar)
- \* Yes. Look at the surfaces of the desks then use the Pickup cursor on them. On one of the desks you'll find a Record Book. Take a look at this record book.

Hey! I went through a door in the center of the circular hallway. What is this chamber I'm in?

- What does it look like?
- They probably don't do any praying down here.
- \* Uh oh. You've just entered the voodoo-ceremonial-hiding-under-the-Catholic-church room. Be careful what you do in here. Okay! By the way, did you notice the drums? If you're feeling musical, you might try your hand at them.

I was playing on the drums and Dr. John killed me! How come?

- Perhaps you should have a goal in mind before you try those drums.
- Perhaps you need 2 drum books?
- \* You need to play a specific message - you'll get to play 3 times before Dr. John gets suspicious. Try "Summon Brother Eagle." You'll need the book from room 4 first.

Is there any way I can open these locked doors?

- Yeah, are you good at picking locks?
- Well, maybe you'll find a key.
- \* Sure. Find a key card. Have you tried room 2? (Save first!)

I entered room 2 and met Dr. John. He's not very friendly. When I tried to steal the key card hanging on the wall, he killed me. What am I doing wrong?

- Don't you just hate that?
- Well, you're going to have to outsmart him.
- \* Gabriel, you've got to figure out a way to get him to leave the room.



I give up. How do I get Dr. John to leave his room?

- Have you been in the center voodoo ceremonial room?

- Have you taken something from room 4?
- Maybe you can call him with those drums.
- \* Go into the center voodoo ceremonial room. Use the Operate cursor on the drums. Construct this message: "Summon Brother Eagle." Now exit the room being careful not to go through hallway 3. (You'll need the record book from room 4 first).

**Hey! I called Dr. John with the voodoo drums, but he caught me and killed me. What am I doing wrong?**

- Maybe you should just avoid this character.
- Perhaps you can march through a different hallway.
- \* After playing the drums, exit the room through a different hallway (either one or five). Dr. John will always come through hallway 3.

**After summoning him on the drums, I went back into Dr. John's room and stole the key card. But then when I left, he caught me and killed me in the hall. How rude! What did I do wrong?**

- Gabriel, do you get the feeling he just doesn't like you?
- This guy's really bad news. Avoid him at all costs.
- \* He will always go check the drum call on a route: Room 2, the hall outside Room 2, the hall outside Room 3, the Spoke Hall 3, the center ceremonial room, and back on the same path. Just avoid being where he is!

**Okay. I successfully ripped off Dr. John's key card. Now where should I go?**

- Have you tried to open some of the locked doors?
- There's a really good one worth checking out nearby.
- \* Use the key card on room 1.

**Wow! I found a room full of money. What should I do in here?**

- Count the cash? No, you don't have time.
- Do what your truest heart desires.
- \* Steal the money. Take as much as you can carry.

**So now that I have pockets full of money, where to next?**

- Look through some more rooms.
- You'll find room 11 interesting.
- \* Have you been in room 11 yet? Check it out.

**I still can't find Grace! Where is she?**

- She's behind one of the 3 locked doors.
- \* Try room 8. Save your game first!



**I found Grace! How can I revive her?**

- Talk sweet to her like you usually do.
- That didn't work! Maybe she's under a spell. Do you have anyway to combat evil in inventory?
- \* Use the talisman on her.

**Grace is awake, Mosely's not here, and I keep getting killed by Dr. John!**

- You need a disguise.
- Did you pick up anything from room 7?
- \* You'll need to put on the wolf's mask and robe from room 7.

**Mosely never showed up, the bum! And I keep getting killed by Dr. John in the ceremony! What now?**

- You have to have that extra set of hands, Gabriel.
- Unless Mosely is here, Dr. John is fated to kill you.
- \* Restore back to just before you found Grace. Now make sure to leave both the signal device and the snake rod under the bench in the confessional.

**After Mosely entered Grace's room, I revived Grace. But now we keep getting caught by the voodoo clan. What am I doing wrong?**

- Have you considered a disguise?
- Did you pick up two robes and a couple of masks from the supply closet (room 7)?

- \* You and Mosely need to disguise yourselves. Give him the bear robe and mask that you took from the supply closet, then put on the wolf disguise yourself.

**Tetelo is going to kill Grace! What do I do?**

- Distract her.
- Can you think of something she wants?
- \* Use the talisman on Tetelo. (Note: Mosely must be here for you to survive this puzzle at all.)

**Tetelo is going to hurt Mosely and Grace! Now what?**

- Protect them.
- Give them something that will protect them.
- \* Use the talisman on Mosely.

**Mosely and Grace left, now Tetelo wants to slit my throat! Help!**

- There's something close by that will help you.
- She stole your family power source, why not do the same?
- \* Grab the idol from inside the table.

**Malia is hanging over a pit! What should I do?**

- Do you love her or not?



- You can do what Gunter did or be a better man.
- \* Save your game. There are 2 endings - try both. You can betray Malia by using the knife on her to get one ending. You can try to save her to get another ending - use pickup cursor on Malia.

Okay, what all do I do at the final confrontation in the Ceremonial Room again?

- This is tricky. You need the Talisman, among other things.
- Have you looked inside the ceremonial table lately?
- \* This scene is tricky. First, use the Talisman on Terelo, then on Mosely. When Terelo grabs Gabriel, pick up the stone idol underneath the ceremonial table. At this point you will have two choices: to betray or not to betray Malia. Save your game and try both to see the two different endings. Use your knife to betray her. Otherwise, try to rescue her when she's hanging from the pit (using the pickup cursor).

I'm certain I've done everything there is to do on Day Ten. Why won't the day end?

- \* You need to find the hounfour, find Grace and attend the hounfour ritual.

In the voodoo ceremonial room, you need to:

- Use the Talisman on Terelo, then Mosely,
- Pick up the stone idol inside the ceremonial table,
- Use either your knife or the pickup cursor on Malia.

C O N G R A T U L A T I O N S ! Y O U ' V E  
W O N G A B R I E L K N I G H T : S I N S  
O F T H E F A T H E R S .

## A N O T E A B O U T V O O D O O :

This is a fictional story and, like all stories, it takes some creative license with its elements. Voodoo is practiced in many forms in many countries, and this story is but one possible thread of one possible line from the old country. Most Voodoo is not "black Voodoo," but then, very little in life is truly black-and-white—a fact that poor Gunter, a man of his times, could not see. It was this very shortcoming that lead to the Sins of the Fathers.

## A N O T E A B O U T N E W O R L E A N S :

Some of the locations in the game are actual locations in New Orleans. If you ever get that way you can visit:

- \* Jackson Square
- \* St. Louis Cathedral
- \* Napoleon House
- \* Lake Pontchartrain
- \* Bayou St. John
- \* The Garden District
- \* The French Quarter

There IS a Voodoo museum in New Orleans, and more than one "drug store" of the Voodoo variety. You won't find Dr. John at the museum, however, and it most likely is NOT a front for a nest of black Voodoo. We also doubt highly that any of the confessionals at St. Louis Cathedral descend to Voodoo hounfours, so don't go poking your fingers into any knotholes.

## AFTER YOU'VE COMPLETED THE GAME...

### DID YOU FIGURE OUT?

- \* That the Gedde family established (starting with Marie Laveau) and supported (through the museum) the veneer of New Orleans Voodoo (fortune tellers and gris gris) in order to hide their practice of true African Voudoun in the darkest tradition?
- \* That it was really Gerde that left the key for Gabriel? She wanted him to get into the library and hopefully discover something that could help her beloved Wolfgang.
- \* That Wolfgang KNEW the table would only open with a fresh human heart and that he made the ultimate sacrifice of himself in order to begin to right the 300-year old wrong and get the talisman back into Ritter hands?
- \* That Malia really did love Gabriel but knew that she needed to die in order to stop the evil that ran through her family line?

How do you think Gabriel will do in the role of Schattenjäger? As the heir to Schloss Ritter? Will Grace go to Germany, too? Will she and Gerde get along? Will Gabriel freeze his buns off? And what stories lie in the generations of Shadow Hunters that now gather dust in the family cemetery?

If you want to see more in the saga of the Shadow Hunters, write and let us know.

## DID YOU TRY?

The following are just a few of the things you can do in the game which are not required to progress in or end the game, but which may provide some measure of amusement. You may or may not have tried them. Use your save games to jump around and see things you might have missed if you're so inclined...

### ANYWHERE:

- \* Using all your icons on Gabriel? Talking on him repeatedly?

### BOOKSHOP:

- \* Operating the ladder
- \* Reading the snake book (in the top shelf to the right to the ladder)?
- \* Reading Heinz Ritter's book (in the top shelf to the left of the ladder)?
- \* Showing Grace:
  - the murder photo!
  - Mosely's badge!
  - the priest disguise!
  - the magnifying glass!
  - the tweezers!
  - the hair gel!
- \* Talking to the gargoyle!
- \* Using all your icons on Grace?
- \* Trying to take the money in the cash register while Grace is here! On day 10!
- \* Asking Grace about snakes twice!
- \* Reading the newspapers on day 1-7 and 10!
- \* Reading the German/English dictionary under the window!
- \* Trying all the dialogue choices during the snake tattoo scene with Grace?

### STUDIO:

- \* Dialing random numbers!
- \* Dialing all of the Cazauroux numbers more than once!
- \* Asking the travel agent about other destinations!

- \* Operating the typewriter?
- \* Operating the radio?
- \* Operating the bed?
- \* Opening the refrigerator?
- \* Asking Wolfgang about Schattenjägers on day 7!
- \* Asking Mosely about Fill Me In and Fill Him in and Grace on day 10? About the Hounfour? Try to insult him!
- \* Showing Mosely his wallet and credit card on day 10!

#### Napoleon House:

- \* Talking to the other patrons?
- \* Trying to pick up the girl?
- \* Hanging out and listening to Sam and Markus's conversations?
- \* Asking the bartender about Street Musicians and about Bar Patrons until he talks about you?

#### Voodoo Shop:

- \* Looking at all the cases and the back wall?
- \* Trying to get the garlic and hanging bags?
- \* Looking at the sign on the counter?

#### Voodoo Museum:

- \* Showing Dr. John the messages from the tomb wall?
- \* Showing Dr. John the murder photo?
- \* Turning on the fan before day 5?
- \* Rubbing the wishing stump (keep rubbing!)?
- \* Asking Dr. John about Marie Laveau until he tells you about the cemetery? Asking Dr. John about Historical Voodoo until he tells you about Marie Laveau?
- \* Trying to take what's in the donations basket?
- \* Trying to pick up the snake while Dr. John is here?
- \* Dying during the snake attack on day 5?

#### Grandma's house:

- \* Moving the clock and opening the trunk?
- \* Trying to pick up the tennis racket, golf clubs, and dress form?
- \* Trying to select Grandma's house on day 10?

#### Police Station:

- \* Talking to Franks and trying all the dialogue paths?
- \* Using all your icons on Franks?
- \* Asking the desk sergeant about Black Voodoo? About Mosely on

day 6—more than once? About the crime scene until he repeats on day 1? About Himself?

- \* Showing the desk sergeant:
  - the unopened photograph envelope from Mosely?
  - the murder photo?
  - Mosely's photo?
- \* Setting the temperature gauge to 60 or below, then entering Mosely's office?
- \* Asking Mosely all about the Voodoo Murders? All about Himself?
- \* Not getting the badge and continuing to ask Mosely for Coffee?
- \* Talking to Mosely on days 1 or 2? On day 4 or 5?
- \* Telling Mosely about Crash's Death and Hartridge's Death?
- \* Selecting all of the possible dialogue choices during the photo shoot dialogue box?
- \* Looking at Franks through the window of Mosely's office? Trying other icons on her from the office?
- \* Looking in the one-way mirror of Mosely's office from the lobby?

#### LAKE PONTCHARTRAIN:

- \* Walking into the lake?
- \* Magnifying the bloody sand? Looking at it?

#### JACKSON SQUARE:

- \* Rubbing the mime off on the bands and the drummer? The pedestrians?
- \* Asking the little boy to do "Saints"?
- \* Picking up the fortune teller while she's dancing?
- \* Talking to the fortune teller and asking about her snake?
- \* Magnifying veil in inventory before giving it back to her?
- \* Magnify the fortune teller's snake scale in inventory?
- \* Talking to the second fortune teller that shows up on days 4 and 5?
- \* Translating the drum message on days 4, 7, and 10?

#### MALIA GEDDE'S HOUSE:

- \* All the various dialogue paths with the butler on day 2?
- \* Knocking on the door on day 3?
- \* Flirting with Malia repeatedly before getting thrown out? (Save Lake Pontchartrain topic for last).
- \* Looking around the room at:
  - the fire?
  - the paintings of women?
  - the statue near the right wall?
  - the rug?

- the bookshelves?
- the book on the table by Malia's chair?
- \* Using all your icons on her? Talking to her until it repeats!
- \* Showing Malia:
  - Mosely's badge?
  - your "Voodoo" related items?

#### MAGENTIA'S HOUSE:

- \* Asking her about St. John's Eve?
- \* Asking her about Voodoo, then about Gris Gris until she repeats!
- \* Asking her to dance, then grabbing the snake skin?
- \* Magnifying the snake skin in inventory?

#### CAZAUNOUX'S HOUSE:

- \* All the dialogue choices at the door?
- \* To get in wearing the priest's disguise but no hair gel?
- \* Asking Cazaunoux about Voodoo and Voodoo Murders and Marie Laveau before translating *Cabrit sans cor*?
- \* Looking at the painting of the lady?
- \* Asking about Snakes? Continuing to ask about Real Voodoo Queens?

#### JACKSON SQUARE OVERLOOK:

- \* Looking at the buildings for some historical trivia?

#### ST. LOUIS CATHEDRAL:

- \* Entering the confessionals on days 1-7 and selecting the confessions and blessings until they repeat?
- \* Asking Crash about everything before he dies (save Hounfour for last). —Try everything before and after you ask about Drummer.
- \* Taking money from the cherubs?
- \* Looking in the mirror in the priest's ready room?

#### TULANE:

- \* Asking Hartridge about Himself?
- \* Showing him the marks from the cemetery?
- \* Talking to the fish?
- \* Trying to pickup his garbage can?
- \* Trying to open his file cabinet?

#### ST. LOUIS CEMETERY #1:

- \* Asking the watchman about Marie Laveau and Other Voodoo Marked Tombs? About Himself?
- \* Showing the watchman the tomb markings?
- \* Looking at all the tombs?
- \* On the middle screen, did you find Gabriel's family tomb? Did you look at all 6 plaques on it? TALK on all 6 plaques?
- \* Inside the Gedde tomb, looking at the broken glass on the floor and the broken light in the ceiling? At the other plaques (look at the plaque on the drawer when you have each close-up drawer view).

#### SCHLOSS RITTER MAIN HALL:

- \* Asking Gerde all about Wolfgang? The Ritter family? Herself? Schattenjäger? About the key on day 8?
- \* Looking at and talking to the dragon's head?
- \* Showing Gerde:
  - Wolfgang's letter!
  - The photo of the 3 Ritters!
  - Gunter's journal!

#### SCHLOSS RITTER CHAPEL:

- \* Talking to the stained glass window?

#### SCHLOSS RITTER BEDROOM:

- \* Looking in the mirror on day 7—before and after cutting your hair? On day 8?
- \* Looking at the fire on day 7? On day 8?
- \* Trying to use the scissors on Gabriel before you know about the initiation ceremony? Trying to pick up the scissors again after cutting his hair?

#### AFRICA:

- \* Getting killed by the guards in rooms 3-6? Getting killed in room 7 with Wolfgang?
- \* Interrogating Wolfgang in the center room? Asking him about Tetelo? About Chattenjäger?
- \* Opening the table when there were no bars in it?
- \* Looking at the stone table base and the top?

## HOURS:

- \* Getting the key in Dr. John's room while he's there praying? Save first!
- \* Playing the wrong drum message three times in a row (anything without "Brother Eagle"). Save first!
- \* Giving the wolf disguise to Mosely?
- \* Entering Grace's room and going to the ceremony WITHOUT setting up Mosely? Save first!
- \* Unlocking and entering room 11? Room 1?
- \* Taking money from room 1? (three times) Talking to the money in room 1?
- \* Rescuing the animals in room 10? Talking to the goats, chicken, and snake? Using all your cursors on the snake?
- \* Opening the bathroom doors in guest rooms 9 and 12?
- \* Entering room 3 to see Malia?
- \* Walking behind the screen in room 3 after Malia leaves?
- \* During the ritual, giving the talisman to Tetelo instead of Mosely when it's time to rescue Mosely and Grace?
- \* During the ritual, using the dagger on Tetelo when it's time to rescue Mosely and Grace?
- \* Dying in all three spots by doing nothing during the ritual with Grace and Mosely; while Grace is on the table, while Mosely and Grace and together on the right side of the room, and while Tetelo has her knife at Gabriel's throat?
- \* Both game endings: ending the game by trying to kill Malia with the dagger or by doing nothing while she's hanging over the crevasse? Ending the game by trying to rescue her (pickup on Malia while she's over the crevasse)?

## WALK - THROUGH

**WARNING: DO NOT** read this section unless you've finished the game!

Below you'll find one efficient way to complete Sins of the Fathers. This is not necessarily the most fun way to do it, just the fastest. If you don't want to know how to do everything in the briefest possible manner, please don't read any further. It will spoil the game for you!

### DAY 1

GAME STARTS: St. George's Book shop

Use ? on Grace to get ALL messages

[Mosely's message puts Police icon on map, Grandma's message puts Gran's icon on map]

Pickup tweezers

Pickup magnifying glass

Read Heinz Ritter book

Read book on Snakes

Get gift certificate from cash register

Read day 1 newspaper

(Go to French Quarter Map, select Greater New Orleans Area)

### GREATER NEW ORLEANS AREA MAP

Select Grandma's House

### GRANDMOTHER KNIGHT'S HOUSE

Use ? cursor on Grandma

Ask about Knight family

Ask about all 3 family members

[Cemetery reference, can get on day 2 from Dr. Johns, also]

Use walk cursor on stairs

[Cube goes up to attic]

### GRANDMOTHER KNIGHT'S ATTIC

Pick up sketch book

Read sketch book in inventory

Operate clock

[takes you to clock inset]

### CLOCK INSET

Move hands to 3:00

Move outer circle until dragon is at the top of clock

Operate on windup key (opens secret drawer)

Pickup photo

Pickup letter

Read letter in inventory

[puts "Heinz Ritter" on Gran's topic]

[puts "Schattenjäger" on Global topic]

Leave attic

### GRANDMOTHER KNIGHT'S HOUSE

Ask Gran about Heinz Ritter

(go to French Quarter Map)

### FRENCH QUARTER MAP

Select Police Station icon

### POLICE STATION LOBBY

Ask desk sergeant about Mosely

[reference to crime scene]

Ask about photographs

[Puts envelope in inventory]

Open photo envelope in inventory  
[puts murder photo and grad photo  
in inventory]  
(go to French Quarter Map)

#### FRENCH QUARTER MAP

Select Jackson Square icon

#### JACKSON SQUARE

Go to the NW room of Jackson Square  
Walk close to the nurse

[this attaches mine to Gabe]

Go to the SE room of JS,

Walk close to the cop

[this attaches mine to cop]

Operate radio on cop's motorcycle

[puts Lake Pontchartrain on map]

(go to French Quarter Map, select  
Greater New Orleans Area)

#### GREATER NEW ORLEANS AREA MAP

Select crime scene icon

#### LAKE PONTCHARTRAIN

Crime scene

Look at vevé marks on ground

[adds "patterns" to Mosely's topics]

Use magnifying glass on marks in grass near  
tree

Use tweezers on snake scale in grass inset

[adds "snakes" topic]

Use sketch book on pattern in sand

[puts Lake Pattern in inventory]

Pickup clay

(go to French Quarter Map)

#### FRENCH QUARTER MAP

Select Police station icon

#### POLICE STATION LOBBY

Ask desk sergeant about Mosely

Open on Mosely's office door

#### MOSELY'S OFFICE

Use ! on Mosely

Ask Mosely about patterns surrounding body

[this adds topic "other six patterns"]

Ask about other six patterns

[this puts "pattern file" on Franks dialogue  
choices]

(go to police station lobby)

#### POLICE STATION LOBBY

Use ! cursor on Officer Franks

Select dialogue choice to get file

Get file, put file in Franks' inbox

Go back to Mosely's office

#### MOSELY'S OFFICE

Use ! on Mosely

Select topic Photographs

Request for a Cop/Author photo for book

Select dialogue choice to leave the room

(check my hair)

#### POLICE STATION LOBBY

Pickup police file from inbox

Use file on copy machine

[puts vevé copy in inventory]

Put file back in Frank's inbox

\* You are also able to steal the file but  
will get less points and will no longer be able  
to converse with Officer Franks.

Open on Mosely's office door

(go to French Quarter map)

#### FRENCH QUARTER MAP

Select Voodoo Shop

#### VOODOO SHOP

Look at sign on counter

[adds "St. John's Eve" on topic]

Use murder photo on Willy

[adds "Cabrit Sans Cor" on topic]

(go to French quarter map)

#### FRENCH QUARTER MAP

Select St. George's Book shop

#### ST. GEORGE'S BOOK SHOP

Request research on Malia Gedde

[this will trigger the end of the day car  
toon]

#### DAY 2

#### ST. GEORGE'S BOOK SHOP

Get Malia's address (opening cartoon)

Puts Gedde mansion on map

Use pickup cursor on newspaper

(go to French Quarter Area Map)

#### FRENCH QUARTER AREA MAP

Select the Police Station icon

#### POLICE STATION LOBBY

Need to talk to Desk Sergeant first

Open swinging door

Use the operate cursor on the temp controls

Change the temp to 75 or hotter

Enter Mosely's office

#### MOSELY'S OFFICE

Use ! on Mosely

Request coffee

Use pickup cursor on Mosely's jacket while  
he's out

[puts Mosely's badge into inventory]

(go to French Quarter Map)

#### FRENCH QUARTER AREA MAP

Select Jackson Square icon

#### JACKSON SQUARE

Go to the NE section of JS-leave screen and  
re-enter

Watch artut lose picture

go to the SW section

Use gift certificate on lucky dog vendor

[puts hot dog in inventory]

Give hot dog to little boy dancer

[boy offers to do something for you]

Use ! cursor on little boy

Select from dialog choices "get through bars"

[Gabe gets tech drawing from boy]

go to NE section

Use tech drawing on the tech artist

Use 6 patterns (from police file) on artist

Use lake pattern on artist

(go to Greater New Orleans Map)

#### GREATER NEW ORLEANS AREA MAP

Select Gedde's Mansion

#### GEDDE'S MANSION

Use operate cursor on door knocker

Select dialogue choice to "see Malia" and  
"official business"

Use badge on butler

Enter the Gedde's Mansion

#### GEDDE'S MANSION INTERIOR

Use ! cursor on Malia

Ask Malia about "Voodoo", twice

Ask Malia about "Lake Pontchartrain", once

"Flirt" with Malia, once

[this will get Gabe thrown out]

(go to French Quarter Map)

#### FRENCH QUARTER MAP

Select Voodoo Museum

#### VOODOO MUSEUM

Ask Dr. John about Voodoo

[adds "historical/modern voodoo" topics]

Ask about modern voodoo, until message  
repeats

[puts Moonbean's on French Quarter  
Map]

Ask about historical voodoo, until message  
repeats

[adds "Marie Laveau" to topic menu]

Ask about Marie Laveau, until message  
repeats

[adds St. Louis Cemetery to French  
Quarter Map]

(go to French Quarter Map)

#### FRENCH QUARTER MAP

Select St. Louis Cemetery



#### ST. LOUIS CEMETERY

Ask watchman about Marie Laveau, until message repeats

[adds "other voodoo marked tombs" to topic menu]

Ask watchman about other voodoo marked tombs

Use sketchbook on crosses on tomb wall

[puts voodoo code 1 into inventory]

(go to French Quarter Map)

#### FRENCH QUARTER MAP

Select Moonbeam's House

#### MOONBEAM'S HOUSE

Ask Moonbeam about voodoo

Ask Moonbeam about St. John's Eve

[adds "animal masks" to topic menu]

Ask about Snakes

[adds "Grinwald" to topic menu]

Ask about Grinwald

Select the demonstration request

Use pickup on snake skin in open cage

Use coded voodoo message on Moonbeam, to get translation

Compare snake skin to snake scale from lake

(in inventory by using the mag glass on both)

(go to French Quarter Map)

#### FRENCH QUARTER MAP

Select Voodoo shop

#### VOODOO SHOP

Must watch Madame Cazaunoux in shop

[adds "Cazaunoux" to topic menu]

Use I cursor on Willy

Ask Willy about "animal masks"

Ask him about Willy Jr.

[can now sell father's painting]

(go to French Quarter Area Map)

#### FRENCH QUARTER MAP

Select St. George's Book shop

#### ST. GEORGE'S BOOK SHOP

Use ? on Grace

Request research on Madame Cazaunoux

#### DAY 3

#### ST. GEORGE'S BOOK SHOP

Opening cartoon

[puts Cazaunoux's phone # in inventory]

Ask Grace for messages and more messages

[adds "Ritter's phone #" on Grace topic]

[puts "Wolfgang Ritter" on Grace's topics]

Ask Grace for Ritter's phone number.

[puts Ritter's phone # in inventory]

Pickup day 3 newspaper

[adds Tulane U. to GNOMap]

(go to Gabe's studio)

#### GABRIEL'S STUDIO

Use pickup cursor on hair gel

Use upetone on telephone

Read torn out phone page in inventory

Call Madame Cazaunoux (555-1180)

Call Cajun Critters Veterinary Clinic 555-6170

Select request for Madame Cazaunoux's address

Select "I'm worried about Castro. He's missed three dance lessons."

[adds Cazaunoux's to FQ Map]

Call Wolfgang Ritter

(go to French Quarter Map)

#### FRENCH QUARTER MAP

Select Jackson Square

#### JACKSON SQUARE

Go to the NE section of Jackson Square.

Talk to tech artist

[puts reconstructed vevé in inventory]

Go to NW section of Jackson Square

Use pickup cursor on Fortune Teller, while she's dancing

Pickup veil on ground

Use mag glass on veil in inventory

Use look cursor on veil close-up, on the scale

Exit close-up

Use tweezers on veil in inventory

[puts fort scale in inventory]

Use veil on Fortune Teller

[She reads Gabe's fortune]

Compare the snake scales in inventory

(go to French Quarter Map)

#### FRENCH QUARTER MAP

Select Book Shop

#### ST. GEORGE'S BOOK SHOP

\* Florist will enter the shop trying to buy the painting

Select the right dialog choices to sell the painting "how much" "stay out of this" and

"fine it's yours"

[puts 100 dollars into inventory]

Ask Grace to research the vevé pattern

(go to French Quarter Map)

#### FRENCH QUARTER MAP

Select Voodoo Shop

#### VOODOO SHOP

Give 100 dollars to shop owner

[puts croc mask/gambling oil into inventory]

(go to French Quarter Area Map)

#### FRENCH QUARTER AREA MAP

Select Jackson Square icon

#### FRENCH QUARTER AREA MAP

Select Police Station icon.

#### POLICE STATION LOBBY

Enter Mosely's office

#### MOSELY'S OFFICE

Witness the interview between Mosely and Crash.

(go to French Quarter Area Map)

#### FRENCH QUARTER AREA MAP

Select St. Louis Cemetery

#### ST. LOUIS CEMETERY

Go to the "Gedde tomb" screen

watch the Malin/Gabriel cartoon

#### GREATER NEW ORLEANS MAP

Select Tulane University

#### TULANE UNIVERSITY

Watch slides/sit through lecture

[adds "animal mask" topic if not

already there]

(go to Hartridge's Office)

#### HARTRIDGE'S OFFICE

Use reconstructed vevé on Hartridge

Use Murder photo on Hartridge

[adds "black voodoo" to topic menu]

Ask Hartridge about "Cabrit Sara Cor"

Ask Hartridge about "Black Voodoo"

(go to French Quarter Area Map)

#### FRENCH QUARTER AREA MAP

Select St. Louis Cathedral

#### ST. LOUIS CATHEDRAL

Open door in back of Cathedral

Enter Priest Ready room

Pickup white priest collar

Pickup priest shirt

(go to French Quarter Area Map)

#### FRENCH QUARTER AREA MAP

Select Cazaunoux icon

#### CAZAUNOUX'S EXTERIOR

Use priest's shirt/collar on Gabriel  
Use hair gel on Gabriel  
Use operate cursor on door knocker  
Select "Father MacLaughlin" dialogue choice  
(enter Cazaunoux's)

#### CAZAUNOUX'S INTERIOR

Ask Caz about "Cabrit Sans Car"  
Select "gout without horns" dialogue  
[adds "human sacrifice" on topic menu]  
Ask Caz about "human sacrifice"  
[adds "real voodoo queens" on topic menu]  
Ask about "real voodoo queens"  
[adds "voodoo hounfour" to Global menu]  
Ask about voodoo hounfour  
[Caz shows Gabe snake bracelet]  
Use the clay on bracelet close-up  
[puts bracelet mold in inventory]  
[if no cast taken, "snake bracelet" topic on menu]  
(go to French Quarter Map)

#### FRENCH QUARTER MAP

Select Napoleon House icon

#### NAPOLEON HOUSE

Ask Bartender about "voodoo"  
Ask Bartender about "Bar Patrons" twice  
Ask Bartender about "Sam and Voodoo"  
Use gambling oil on Sam  
Sam wins Chess game  
Use clay impression on Sam  
(go to French Quarter Map)

#### DAY 4

##### BOOK SHOP

Get vevé clipping from Grace  
[if requested on day 3]

Pick up newspaper  
(go to French Quarter Map)

#### FRENCH QUARTER MAP

Select Napoleon House

#### NAPOLEON HOUSE

Program control, getting the snake bracelet  
(go to French Quarter Map)

#### FRENCH QUARTER MAP

Select Jackson Square Overlook

#### JACKSON SQUARE OVERLOOK

Use operate cursor on binoculars  
(choose first on left)  
[watch Crash with Jackson Square Drummer]  
(goto Cathedral)

#### ST. LOUIS CATHEDRAL

Use snake bracelet on Crash  
Ask Crash about "Drummers"  
[adds "Bada Drums" to topic menu]  
Ask Crash about "Hounfour" after "Drummers"  
Look at dead Crash  
Use open cursor on Crash's skin  
Use sketchbook on Crash's tattoo  
[puts tattoo tracing in inventory]  
(go to French Quarter Map)

#### DAY 5

##### ST. GEORGE'S BOOK SHOP

Get Gunter's journal/letter from Grace  
Use pickup cursor on newspaper  
Read Wolfgang's letter in inventory  
Read Gunter's journal in inventory  
Request research on "Bada Drums"  
(go to French Quarter Area Map)  
(go to Greater New Orleans Area Map)

#### GREATER NEW ORLEANS AREA MAP

Select Tulane University

#### HARRIDGEE'S OFFICE

See dead Hartridge  
Use pickup cursor on Hartridge's notes on desk  
(go to French Quarter Area Map)

#### FRENCH QUARTER AREA MAP

Select Voodoo Museum

#### VOODOO MUSEUM

Gabe gets attacked by the snake  
Use operate cursor on the fan switch  
(go to French Quarter Area Map)

#### FRENCH QUARTER AREA MAP

Select St. George's Book shop

#### ST. GEORGE'S BOOK SHOP

[Grace puts snake scale in ashtray]  
Use tweezers on ashtray  
[puts museum scale in inventory]  
Use mag glass on Museum scale (inventory)  
[this shows the scales are identical]  
[puts 2 snake scales combined in inventory]  
(go to French Quarter Area Map)

#### FRENCH QUARTER AREA MAP

Select St. Louis Cemetery icon

#### ST. LOUIS CEMETERY

Use sketchbook on new voodoo code  
Use new voodoo message on translated voodoo message (inventory)  
Use brick on tomb wall, after codes have been translated and watchman is gone  
Select message "D" bring sekey mindoule" in code  
(go to French Quarter Area Map)

#### FRENCH QUARTER AREA MAP

Select Jackson Square icon

#### JACKSON SQUARE

(go to NW section)  
Use talk cursor on Fortune Teller  
[finds out it's different fortune teller]  
(go to French Quarter Area Map)

#### FRENCH QUARTER AREA MAP

Select Police Station icon

#### POLICE STATION

Use open cursor on Mosely's office door  
[Gabe enters Mosely's office]

#### MOSELY'S OFFICE

Use 1 cursor on Mosely  
Ask Mosely about "Reopen Case"  
Use reconstructed vevé on Mosely  
Use Hartridge's notes on Mosely (proved high cult)  
Use 1810 news on Mosely (proved threat)  
Use 2 snake scales on Mosely (proved lead)  
[this causes Mosely to reopen the case]

#### DAY 6

##### ST. GEORGE'S BOOK SHOP

Get drum book from Grace  
Use pickup cursor on newspaper  
Use pickup cursor on envelope  
Use open cursor on envelope in inventory  
[puts letter and key from Mosely in inventory]  
Read letter from Mosely in inventory  
Use tattoo tracing on Grace  
Select correct dialogue choices to get tattoo "costume party" and "if you're jealous"  
(go to French Quarter Area Map)

#### FRENCH QUARTER AREA MAP

Select Jackson Square icon

## JACKSON SQUARE

Use talk cursor on Beignet Vendor  
Select correct dialogue to return vendor to Police Station "haven't I seen you before", "you say you were at Royal and Conti", "why don't you go back there", and "I definitely think you should"

(go to French Quarter Area Map)

## FRENCH QUARTER AREA MAP

Select Police Station icon

## POLICE STATION

[Beignet vendor shows up and desk sergeant leaves]

Use open cursor on swinging door  
[this only works if Sergeant is gone or asleep]

Use Mosely's key on Mosely's office door  
[enters Mosely's office]

## MOSELY'S OFFICE

Use open cursor on desk drawer  
Use pickup cursor on open drawer  
[puts tracker into inventory]  
(go to French Quarter Area Map)

## FRENCH QUARTER AREA MAP

Select Jackson Square

## JACKSON SQUARE

Use Rada Drum book on Drummer  
[this will interpret drum messages]  
Construct this message: call Concheve, tonight, Swamp  
[puts Bayou St. John on GNO map]  
(go to French Quarter Area Map)

## FRENCH QUARTER AREA MAP

Select Voodoo Museum

## VOODOO MUSEUM

Use signal device on Sekey Madoule (ritual coffin)

(go to Greater New Orleans Map)

## GREATER NEW ORLEANS MAP

Select Bayou St. John

## BAYOU ST. JOHN

Use tracker on Gabriel  
[tracker, now on, appears bottom right corner, follow signal through maze to get to ritual entrance]  
Use croc mask on Gabriel  
Walk Gabriel into the ritual circle  
Select correct dialogue choices  
["Damballah" and "Ogoun Badagris"]  
[cartoon will begin]

## DAY 7

### GABRIEL'S STUDIO

Use pickup cursor on flashlight  
Use operate cursor on phone  
Punch in Ritter's # 49-09-324-3333  
Ask Wolfgang about "Terelo"  
[adds "Talisman" to topic]  
Ask Wolfgang about "talisman", twice  
[adds "Terelo's Remains" to topic]  
Ask about Terelo's Remains  
[adds "Africa Homeland" to topic]  
Ask about "Africa Homeland"  
(go to French Quarter Area Map)

## FRENCH QUARTER AREA MAP

Select St. Louis Cemetery icon

## ST. LOUIS CEMETERY

(go to Gedde tomb screen)  
Use operate cursor on button under plate  
[Enter Gedde's tomb]

## GEDDE TOMB INTERIOR

Select flashlight and click it on room to turn it on.  
use flashlight in center of room to show center

## crypt drawer

Use open cursor on center crypt drawer  
[Cabe finds Mosely's body in drawer]  
[Cabe is knocked out cold]  
[He wakes up, stands]  
Use Open cursor on center crypt drawer again  
Use pickup cursor on wallet  
[puts Mosely's wallet in inventory]  
Use open cursor on wallet in inventory  
[puts Mosely's credit card in inventory]  
Operate button to open tomb door  
(go to French Quarter Area Map)

## FRENCH QUARTER AREA MAP

Select St. George's Book shop

## GABRIEL'S STUDIO

Use operate cursor on phone dial  
Call travel Agent # 385-1130  
Select dialogue  
"Rittersberg, Germany" and "credit card"  
[puts New Orleans International Airport on GNO map]  
(go to Greater New Orleans Map)

## GREATER NEW ORLEANS MAP

Select New Orleans International Airport icon  
[Cabe's on his way to Germany]

## WOLFGANG'S BEDROOM

Use look cursor on lintels (it's above the ornate door beside the bed just underneath the lion's head)  
[adds "Portal Poem" to Gerde's topic]  
(go to chapel)

## CHAPEL

Use look cursor on panels  
[adds "Chapel Panels" to topic]  
(go to Great Hall)

## GREAT HALL

Ask Gerde about "Portal Poem"  
[she translates poem to English]  
Ask Gerde about Chapel Panels  
[adds "Initiation Ceremony" on Gerde's topic]  
Ask Gerde about Initiation ceremony  
[Gabriel can now start preparing for ceremony]

## WOLFGANG'S BEDROOM

Use open cursor on window  
Use operate cursor on snow outside  
Use pickup cursor on scissors  
Use scissors on Gabriel  
Use pickup cursor on chamber pot  
Use pickup cursor on scroll case  
(go to Great Hall)

## GREAT HALL

Use pickup cursor on knife on wall above lion's head  
Use pickup cursor on salt  
(go to Chapel)

## CHAPEL

Use chamber pot on altar  
Use salt on chamber pot  
Use knife on Gabriel  
[blood drips into the bowl with salt]  
Use operate cursor on altar  
[Gabriel kneels down]  
Use scroll on Gabriel  
[Gabriel reads the scroll]

## DAY 8

## WOLFGANG'S BEDROOM

Pickup key from the table  
Use key on the locked door  
(go to library)

## LIBRARY

Look at center backwall bookcase, lower shelves

Pickup book 1 on "People's Republic..."  
 Use look cursor on far right back wall bookcase, upper shelves  
 Pickup book 2 "The Primal Ones"  
 Look at left wall bookcase, upper shelves  
 Pickup book 3 cursor on "Ancient Roots of Africa"  
 Look at far left back wall bookcase, upper shelves  
 Pickup book 4 "Sun Worshipers"  
 Look at far right back wall bookcase, lower shelves  
 Pickup book 5 "Ancient Digs of Africa"  
 [this puts the Snake Mound book in inventory]  
 (go to Great Hall)

#### GREAT HALL

Use snake mound book on Gende  
 Select Mosely's credit card response  
 [this puts Africa on global map]  
 [Gabriel flies to Africa]

#### DAY 9

##### SNAKE MOUND EXTERIOR

Walk Gabriel down to snake mound

##### SNAKE MOUND - OUTER RING

Use pickup cursor on all snake tiles in all rooms (12 tiles)  
 [tiles are in various rooms/positions]  
 Use pickup cursor on snake rod in room 9  
 Pin all snake tiles in the right rooms  
 [clock positions 1 - 12]  
 Use snake rod on snake tile #3  
 Run Gabe clockwise to snake tile #6 room  
 [Gabe must outrun the dead guards, or die]  
 Use operate cursor on vine to knock over dead guard blocking way to #7 room  
 [Gabriel meets Wolfgang]

Use snake rod on hole inside secret passage-way  
 (enters secret passage)

##### SNAKE MOUND - INNER CIRCLE

Walk EAST  
 Use look cursor on carvings on Stone Table  
 Use look cursor on table top  
 Use pickup/operate cursor on iron bars on the wall, twice  
 Use operate/move cursor on bars in Stone Table  
 Walk Gabriel WEST  
 Use Ritter knife on dead guard  
 [Wolf dies, Grace gets kidnapped]  
 [Gabe returns to New Orleans]

#### DAY 10

##### ST. GEORGE'S BOOK SHOP

Use pickup cursor on newspaper  
 Use pickup cursor on Malia's note  
 [Mosely comes out of Studio]  
 [program control takes into Studio]

##### GABRIEL'S STUDIO

Ask Mosely about "Make a Plan"  
 [Exit interrogation]  
 [Mosely leaves book shop]  
 (go to French Quarter Area Map)

##### FRENCH QUARTER AREA MAP

Select St. Louis Cathedral icon

##### ST. LOUIS CATHEDRAL

Enter far right confessional

##### ST. LOUIS CONFESSIONAL

Use snake rod on knothole  
 Use snake rod on bench  
 Use signal device on bench  
 Exit confessional  
 [Gabriel is now in the Secret Hounfour]

##### ELEVATOR ANTE CHAMBER

Use operate cursor on keypad

##### OUTER HALLWAY

Go to Supply Room #7

##### SUPPLY ROOM #7

Use pickup cursor on both Masks and on the robes twice  
 [this will put 2 Masks/2 Robes in inventory]  
 (go to Outer Hallway)

##### OUTER HALLWAY

Go to Cartel Business Room #4

##### CARTEL BUSINESS ROOM #4

Use pickup cursor on record book  
 [this will put Record Book in inventory]  
 (go to Ceremonial Room)

##### CEREMONIAL ROOM

Use operate cursor on drums  
 Construct message "Summon Brother Eagle"  
 [this will get Dr. John out of his room]  
 Exit this room by any hallway except #3

##### OUTER HALLWAY

Avoiding Dr. John:  
 Go to Dr. John's room #2

##### DR. JOHN'S ROOM #2

Use pickup cursor on key card  
 Exit the room  
 (go to Money Room #1)

##### MONEY ROOM #1

Use key card on Room #1 door  
 Use pickup cursor on stacks of money 3 times  
 (go to Body Disposal Room #11)

##### BODY DISPOSAL ROOM #11

Use key card on Room #11 door  
 (go to Guest Room #8)

##### GUEST ROOM #8

Use key card on Room #8 door  
 Use Talisman on Grace  
 Use bear Mask/Robe on Mosely  
 Use wolf Mask/Robe on Gabe  
 [program control takes game to Ceremony]

##### CEREMONIAL ROOM

Use Talisman on Tutelo  
 Use Talisman on Mosely  
 Pickup the stone idol  
 [either of the following can be done]  
 To betray Malia, use knife on her or do nothing  
 To not betray Malia, use pickup cursor on Malia while in pit  
 [either of these choices will take you to the ENDING CARTOON]

# GABRIEL KNIGHT POINTS:

## DAY 1:

Bookshop:	
Read day 1 newspaper	1
Ask Grace for messages—Granny's message	2
Ask Grace for messages—Mosely's message	2
Get tweezers	1
Get magnifying glass	1
Read Heinz Ritter book	1
Read snake book	1
Get gift certificate from cash register	1

Granny's:	
Ask Granny about Harrison, Margaret, Philip	2
Get Dad's sketchbook	1
Read Dad's sketchbook in inventory	1
Open secret drawer on clock	5
Get Ritter photo	1
Get Ritter letter	1
Read Ritter letter in inventory	1
Ask Gran about Heinz Ritter	2

Police Station:	
Ask Frick about Mosely	2
Get photo envelope from Frick	1
Open photo envelope in inventory	1

Jackson Square:	
Attach mine to cop	5
Operate Radio while cop is gone	2

Lake Pontchartrain:	
Use magnifying glass on marks in grass	1
Use tweezers to get scale from insect	2
Use sketchbook to copy pattern on sand	2
Get clay	1

Police Station:	
Ask Mosely about "other six patterns"	1
Franks hands Gabriel the police file	2
Ask Mosely for a "cop/author" photo	2
Kerax police file	5
Put file back in Frank's inbox after the xerox	1
Voodoo Shop:	
Look at sign	1
Use murder photo on Willy	2

Bookshop:	
Ask Grace to research Malia Gedde	2

## DAY 2

Bookshop:	
Grace gives Gabriel Malia's address	1
Read day 2 newspaper	1

Police Station:	
Change temperature gauge to 75 or hotter & exit inset	1
Ask Mosely for coffee	1
Get badge while Mosely gone	3

Jackson Square:	
Get hot dog	1
Give hot dog to little boy	1
Get technical drawing	1
Give technical drawing to artist	1
Artist gets second of (Lake P and police) veve patterns and agrees to do reconstruction	3

Gedde Mansion:	
Get into mansion	3
Get thrown out of mansion	2

Voodoo Museum:	
----------------	--

Ask Dr. John about modern voodoo until he gives Moonbeam info	2
Ask Dr. John about historical voodoo until he gives Laveau info	2
Ask Dr. John about Laveau until he mentions cemetery	2

St. Louis Cemetery:	
Ask watchman about Laveau until he mentions other marked tombs	1
Ask watchman about other marked tombs	1
Use sketchbook to get voodoo code #1	2
Get piece of brick	1

Moonbeam House	
Ask Moonbeam about St. John's Eve	2
Get Moonbeam to dance	1
Get snake skin while Moonbeam dances	2
Use voodoo code on Moonbeam to get translation	3
Magnify snake skin in inventory	1

Voodoo Shop:	
Ask Willy about Animal Masks twice	2

Bookshop:	
Ask Grace to research Capannon	2

## DAY 3:

Bookshop:	
Watch opening cartoon	1
Get Wolfgang's phone number	1
Read day 3 newspaper	1
Tulane University goes on GNOA map	1

Studio:	
Get hair gel	1
Call vet and get Capannon's address	2

Call Wolfgang	2
Bookshop:	
Sell Bruno the painting and get \$100.00	2
Voodoo Shop:	
Give Willy the \$100.00 he hands Gabe the mask	1
he hands Gabe the oil	1

Jackson Square:	
Get reconstructed veve from artist	1
Pickup on fortune teller while she's dancing	1
Get veil from ground	1
Get scale from veil in inventory	2
Give veil to fortune teller	1
Magnify fortune teller's scale in inventory	1

Bookshop:	
Ask Grace to research veve pattern	2
Police Station:	
Watch Crash Interview	1

St. Louis Cemetery:	
See Malia	2

Tulane:	
Watch Lecture	2
Use reconstructed veve on Hartridge	2
Ask Hartridge about cabrit sans cot	1
Use murder photo on Hartridge	2

St. Louis Cathedral:	
Get priest's collar	1
Get priest's shirt	1

Capannon:	
Use priest's shirt/collar on Gabriel	1
Use hair gel on Gabriel	1

Get inside house	1	<b>DAY 5:</b>	
Ask Cammarone about calibrating car and translate it correctly for her	2	Bookshop:	
Cammarone hands Gabriel the snake bracelet	1	Get Rada Drum book from Grace	1
Get clay mold of bracelet	2	Get journal/letter from Grace	1
		Read day 5 newspaper	1
		Read Wolfgang's letter in inventory	1
		Read Gunter's journal in inventory	1
<b>Granny's House:</b>			
Ask Granny about Wolfgang Ruter after Heinz Ruter	1	<b>Harridge's Office:</b>	
		Get Harridge's notes	2
<b>Napoleon House:</b>			
Ask Bartender about Sam & Voodoo	1	<b>Voodoo Museum:</b>	
Use gambler and win Sam	1	Operate fan switch to escape snake attack	5
Sam wins chess game and Sam agrees to do something for Gabe—end of scene	2		
Give clay impression to Sam & he takes it	1	<b>Bookshop:</b>	
		Get museum snake scale from ashtray	1
		In inventory, magnify museum scale and get two scales to combine	5
<b>DAY 4:</b>			
<b>Bookshop:</b>		<b>Cemetery:</b>	
Get 1310 clipping from Grace	1	Take sketch of second voodoo code	2
Read day 4 newspaper	1	Use voodoo code 1 on voodoo code 2 in inventory	2
		Complete correct written msg on tomb wall	5
<b>Napoleon House:</b>			
Get snake bracelet from Sam	1	<b>Jackson Square:</b>	
		Talk to Malia as fortune teller	1
<b>Jackson Square Overlook:</b>			
See Crash talk to drummer	3	<b>Moseley's Office:</b>	
		Prove there's a legit Voodoo cult	2
<b>Cathedral:</b>		Prove the cult's a threat	2
Ask Crash about Drummer	2	Give Moseley the lead	2
Ask Crash about Hounfour after Drummer	1		
Use snake bracelet on Crash	1		
Take sketch of Crash's tattoo	2		
		<b>DAY 6:</b>	
<b>Bookshop:</b>		<b>Bookshop:</b>	
Ask Grace to research Rada drums	2	Read day 6 newspaper	1
		Pickup Moseley's envelope	1

Open Moseley's envelope in inventory	1	<b>Cemetery:</b>	
Read Moseley's letter in inventory	1	Press button to open tomb door	2
Get Grace to tattoo Gabriel's chest	3		
		<b>Gedde Tomb Interior:</b>	
<b>Jackson Square:</b>		Operate flashlight in inventory while in this room	1
Talk to signet vendor into returning to police station	2	Finding Moseley's body	2
		Get wallet	2
		Open wallet in inventory	1
<b>Police Station:</b>			
Use Moseley's key to get into his office	2	<b>Studio:</b>	
		Successfully get tickets to Germany	5
<b>Moseley's Office:</b>			
Get tracker & signal devices	1		
		<b>Germany—Great Hall:</b>	
<b>Jackson Square (or any drummer):</b>		Ask Gerde about Portal Poem	1
Interpret drum code to get Bayou St. John on the map	5	Ask Gerde about Initiation Ceremony	1
<b>Voodoo Museum:</b>		<b>Germany—Wolff's Bedroom:</b>	
Put signal device in coffin	3	Wash hands in snow	1
		Get scissors	1
<b>Bayou Maze:</b>		Cut Gabe's hair	1
Correctly find screen with ritual circle entrance	3	Get chamber pot	1
Use Crocodile mask on Gabriel on same screen	2	Get scroll	1
<b>Bayou Ritual:</b>		<b>Germany—Great Hall:</b>	
Answer Dumballah question correctly	1	Get salt	1
Answer Oyam question correctly	1	Get dagger	1
<b>DAY 7:</b>		<b>Germany—Chapel:</b>	
<b>Studio:</b>		Gabriel completes ceremony correctly	5
Get flashlight	1		
Ask Wolfgang about Africa Homeland	3		
		<b>DAY 8:</b>	
		<b>Germany—Wolff's Bedroom:</b>	
<b>Book Shop:</b>		Get key	1
Read newspaper	1	Open Shattenpiger door	3
		<b>Germany—Library:</b>	
		Find snake mound book	5



Germany—Great Hall  
Get Gende to buy tickets to Africa  
with Mosely's credit card 2

#### DAY 9:

Snake Mound Outer Ring:  
Get snake rod key 1  
Put all 12 tiles in correct rooms 3  
Use snake rod key on tile #3 when  
all tiles are correctly placed 5  
Operate on Vine in room 6 to knock  
over guard in doorway 2  
Use snake rod key in secret passage  
in room 7 to close door 2

Snake Mound Ceremonial Room:  
Look at stone table carvings 1  
Pickup each iron bar 2  
Gabriel grabs the talisman 10

#### DAY 10:

Bookshop:  
Read day 10 newspaper 1  
Get Malia's note 1

Studio:  
Finish making plan with Mosely & he leaves 2

Confessional:  
Use snake rod key on knothole 3  
Put snake rod key under bench 1  
Put signal device under bench 1

Supply Room:  
Get 1 ps each for each COMPLETE disguise  
formed 2

Business Room:  
Get Gedde tribal book 2

Ceremonial Room:  
Play correct "call Dr. John" rug on drums 5

Dr. John's Room:  
Get keys 2

Money Room:  
Unlock door #1 1  
Get money 1

Body Room:  
Unlock door #11 1

Grace's Room:  
Unlock door #8 1  
Use talisman to wake up Grace 2  
Give disguise to Mosely 1  
Put disguise on Gabriel 1

Ceremonial Room:  
Save Grace (use talisman on Tetelo) 3  
Throw talisman to Mosley 3  
Smash stone idol 5  
Try to save Malia from falling 10

**TOTAL GK POINTS: 342**

## C R E D I T S

Designer/Director  
June Jensen

Producer/Composer  
Robert Holmes

Lead Programmer  
Tom DeSalvo

Programmers:  
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Greg Tomko-Pavia, Jerry Shaw

Illustration Director  
John Shroades

Animation Director  
Michael Hutchison

Backgrounds and Illustrations:  
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Chris Willis  
Deanna Yhalkee

Animation:  
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Bridget McKenna

3D Rendering and Animation  
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Lead QA  
Judy Crites

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Rick Spurgeon  
Kelly Spurgeon

Brand Manager:  
Sherry Short  
Don Rogers

Sound Effects:  
Chris Brayman  
Robert Holmes  
Orpheus Hanley  
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Neal Grandstaff  
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Gloria Garland

Additional QA:  
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Dawe Clingman  
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Brian K. Hughes  
Larry Scott  
Chris Smith  
Mark Wilden

Systems Programmers:  
Ed Critchlow  
Ken Krich  
Terry McHenry  
Martin Peters

"The Making of Gabriel Knight":  
Written, Directed, and produced by:  
Bill Crow

Video & Photography  
Bob Bullew

Customer Service  
Debbie Carania

Video Capture Actors  
Dave Artis  
Dana Dean  
Max Deardonoff  
Terry Falls  
Robert Lindley  
Mark Parker  
Lorelei Shannon  
Ayesha Tidwell  
Mike Weiner  
Kurtis Young

Beta Testers  
Frank Bartolotta  
Lawrence Champener  
Peter Fisher  
Ed Jackson  
Gerrit Keighley  
Bill Lukins  
Linda Lindley  
Tom Muley  
Dan Milano  
Mark Schey

Special Thanks  
Witchholy Productions  
Dan Kehler  
Nathan Gans  
Stuart Moulder  
Josh Mandel  
Saline Davall  
Mark Hood  
Bill Skirvin

QA Configuration  
Team Lead: Jon Meek  
Dave Clingman, Daryle Smith, Roger Clendenasing,  
Lynne Dayron, Doug Wheeler, John Trauger,  
Leonard Sabes, Ken Eaton, Sharon Simmons, Mike  
Jones, Catie Andrews

Napoleon House Music  
Vivakli from "Late Concerto in D"

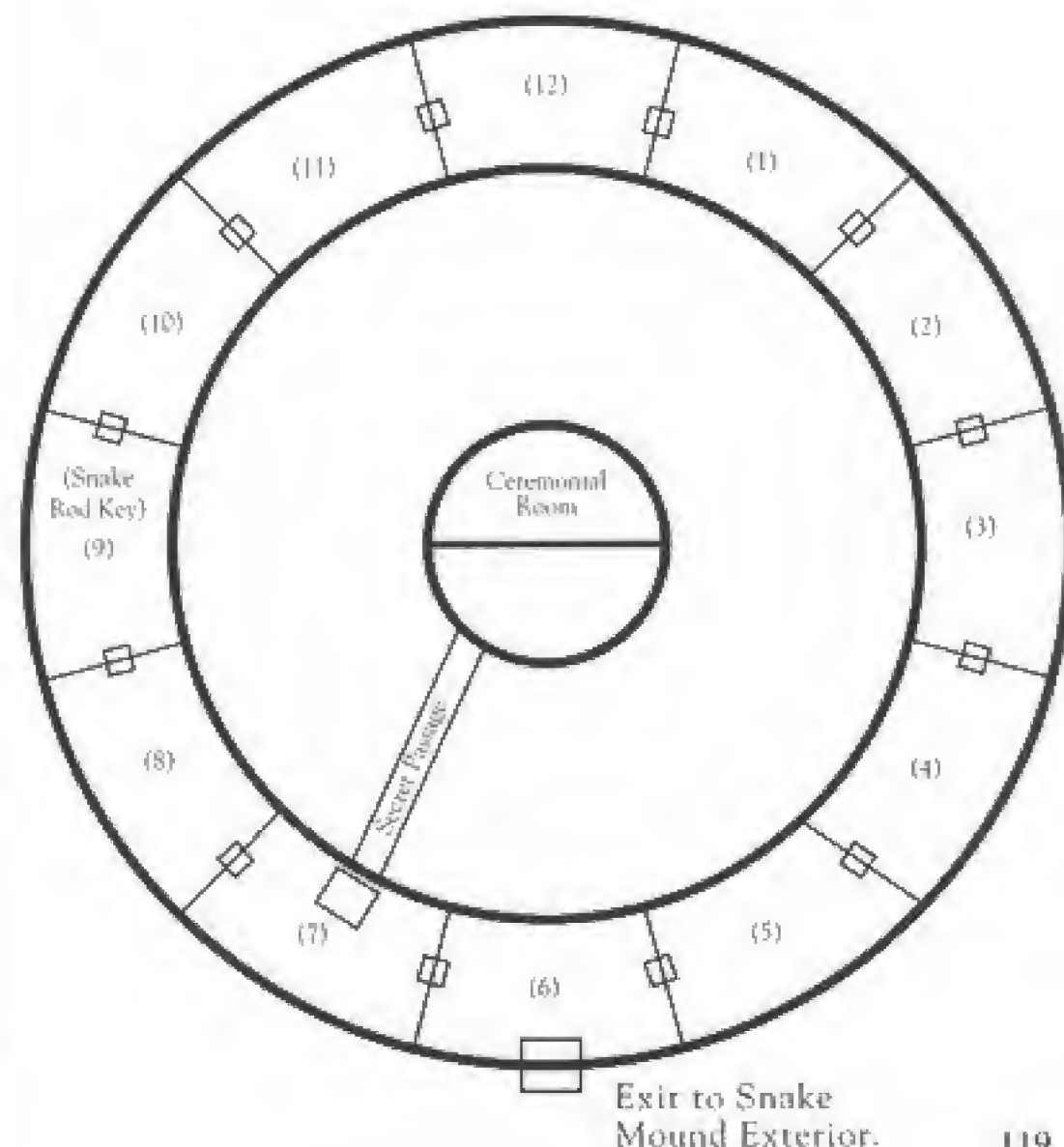
Hollywood Voice Over Production (CD only)  
Voice-over Director  
Stuart M. Rosen  
Associate Producer  
John E. Grayson

Starring:  
Gabriel Knight: Tim Curry  
Detective Mosely: Mark Hamill  
Grace Nakimura: Leah Remini  
Narrator: Virginia Capers  
Dr. John: Michael Dorn  
Malia Gedde: Leilani Jones  
Wolfgang: Efram Zimbalist, Jr.  
Willy Walker: Rocky Carroll  
Madame Cavanaugh: Susan Sida  
Crash: Chris Lytton  
Desk Sergeant Fritch: Jim Cummings  
Gerde: Mary Kay Bergman  
Grandma Knight: Linda Gary  
Hartbridge: Monte Markham  
Magenta Moonbeam: Nancy Lenahan  
Stonewall King: Monte Markham  
Toussaint Gervais: Dorian Harewood

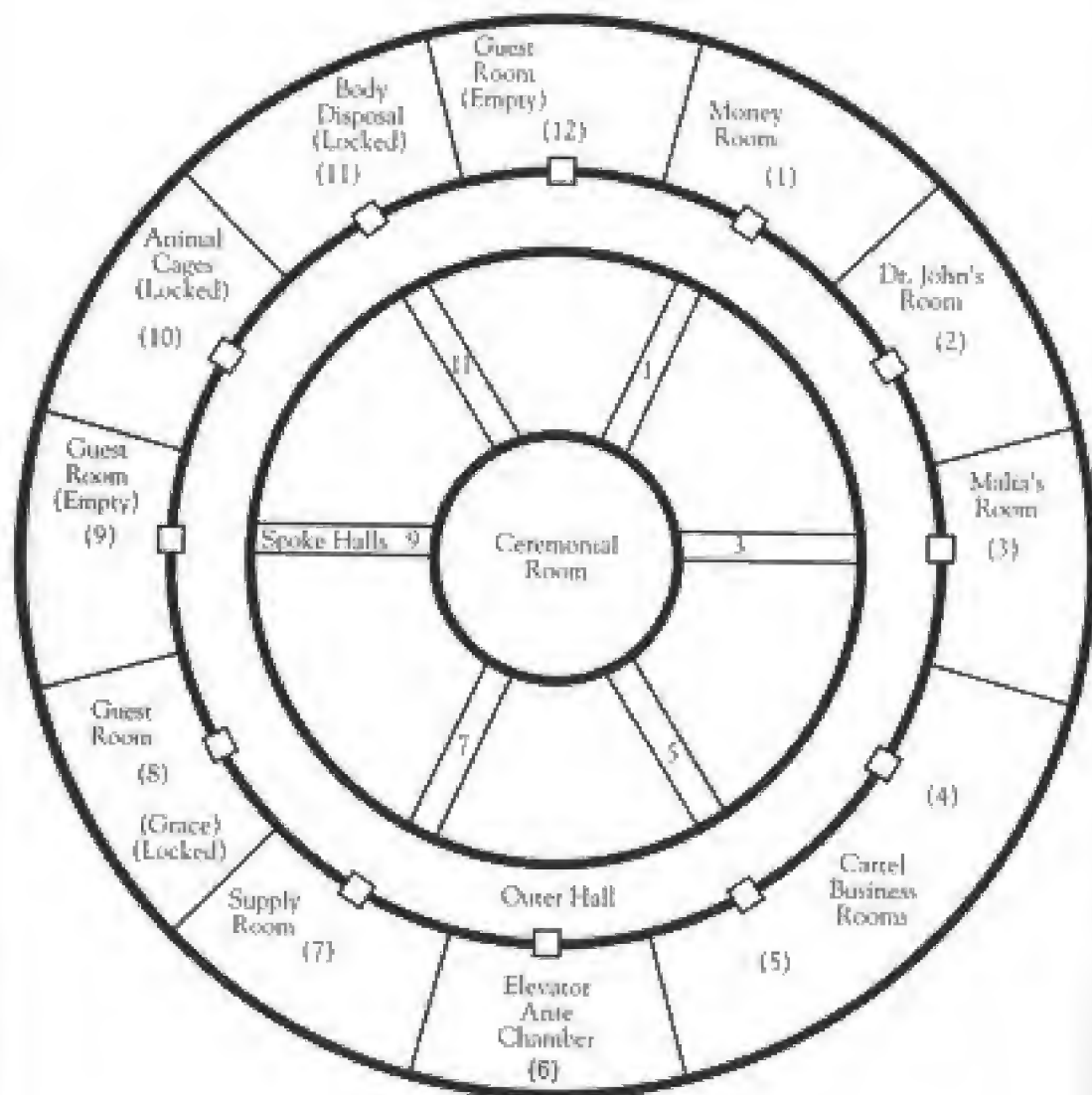
Additional Voices:  
Sam: Jeff Bennett  
Markus: Monte Markham  
Terrel: Linda Gary  
Little boy, Old lady: Mary Kay Bergman  
Blues band leader, Capin band leader, Jazz band  
leader, muscle man, Dragon, Gunter: Jim  
Cummings

Technical Artist, Bruma, Uniformed Officer,  
Lucky Dog Vendor, Motorcycle Cop: Jeff Bennett  
Priest, Phone Guy #5, Beignet Vendor: Stuart M.  
Rosen  
Gedde Butler: Tim Curry  
Jeep Driver: Mark Hamill

## SNAKE MOUND MAP



# GEDDE HOUNFOUR



↓ To Confessional

